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Races

Table 1-1: Non-Youkai Racial Ability Adjustments

Race	Ability Adjustment	Attribute Adjustment	Defects	Total Cost
Fairy	+2 Dexterity, +2 Charisma, –2 Strength, –2 Constitution, –2 Wisdom	+2 Flight, +1 Special Defense I	Height Defect (minor)	4 CP
Ghost	+2 Dexterity, +2 Wisdom	+1 Flight, Undead Traits	Easily Distracted 1-3, Ism (discorporealism) 2, Undead Vulnerabilities	4-6 CP
Half-Ghost	+4 Strength, +2 Constitution, –2 Wisdom, –4 Charisma	+1 Flight, +1 Pet Monster (reduction), Immune (Death, Necro), +3 Special Defense I	Half-Ghost, Reduction 1: Pet Monster	3 CP
Human (native)	--	+1 Rejuvenation, +1 Spell Card	--	0 CP
Human (outsider)	--	Bonus Feat	--	0 CP
Kappa	–2 Dexterity, +2 Constitution, +2 Intelligence, –2 Charisma	+1 Special Defense II, +2 Water Speed	Ism (Racism) 1	1 BP
Lunarian	–2 Strength, +2 Constitution, +4 Intelligence, –4 Charisma	+1 Flight, +1 Energy Bonus	--	3 CP
Lunarian rabbit	–2 Strength. +2 Dexterity. –2 Constitution	+1 Flight, +1 Heightened Senses I, +1 Energy Bonus	--	3 CP
Oni	+8 Strength, +4 Constitution, -2 Intelligence, -4 Wisdom	+1 Superstrength, +1 Flight, +2 Special Defense I, Immune (Sake)	Ism (Racism) 1, Vulnerable to Exorcism	3 CP
Tengu	+2 Dexterity, +2 Wisdom	+1 Projection (single-sense; sound), +2 Flight	Ism (Racism) 1	4 CP

FAIRIES (YOUSEI)

Fairies are winged humanoids embodying unpredictable aspects of nature. They are natural pranksters and play tricks on almost everyone they encounter. Common pranks include freezing small animals, changing weather patterns, stealing food, arson, vandalism, destruction of private property, and capturing the spirits of the dead for air conditioning.

Cirno, ice fairy and epic level retard.

Personality: While fairies can live for centuries, it does not prevent them from acting like children. Lacking the size and power of other races, they see themselves as harmless, sometimes underestimating their own strength. Pranks are a common outlet for this frustration, so most fairies are practical jokers by nature, and discipline is almost unknown to them. They approach every situation with enthusiasm, which is why other races find them naive.

Physical description: Fairies appear to be children with wings, looking just under 10 years old when they might actually be hundreds of years older. Fairies that live long enough to reach puberty (somewhere around 2,000 years) achieve Medium size and become youkai. Average height is about 4-5 feet tall, weighing only 35–40 pounds, though some can be as small as a human hand (taking Diminutive size, and +9 BP). They have blue, green, or gold colored eyes, and bright hair colors. The most common hair colors are red, yellow, green, blue, magenta, and silver. Male fairies are called pixies and have elongated ears pointing sideways.

Relations: To fairies, friends are as likely targets for pranks as enemies, so relations are based on susceptibility. Humans are the best targets, partly because of their triviality, and the fact that some humans come from the outside world. (Naturally, newcomers to Gensokyo are prank magnets.) Races that can't take a joke are not worth spending time with. Beast youkai are particularly feared, as they are rumored to eat fairies. They have the worst relationship with tengu, who see fairies as a race of flying Napoleons.

Alignment: Fairies are inclined towards Chaotic alignments because of their mischievous personalities. Those who live in the wilderness are often Chaotic Neutral, having very little moral consistency.

Fairy lands: Most fairies live in the Forest of Magic, inhabiting small treetop villages along the forest canopy. A particularly large community is located around Mist Lake, at the edge of Scarlet Devil Mansion. A few are permitted to live in the Human Village and at the base of Youkai Mountain.

Language: Fairies speak archaic Japanese, rarely bothering to learn other languages.

Names: Fairies are the only race with their own naming conventions. First names are based on the fairy's natural affinity (or thematic power) and surnames describe appearance or personality, bearing no relation to family or lineage. Those who take human names don't even bother with a surname.

Female names: Cherry, Lily, Luna, Misty, Night, Rainy, River, Sunny, Star, Windy
Male names: Bean, Moss, Pebble, Forest, Teak
Surnames: Child, Dew, Emerald, Flame, Milk, Onyx, Root, Sapphire, Shine, Silver, Water, Whisper, White
Names fairies give themselves: Cirno, Daiyousei, Thunderpussy

Adventurers: Many fairies become adventurers seeking excitement, or a chance to show off. They don't have any particular goals in mind, and go wherever their adventures lead them.

FAIRY RACIAL TRAITS

- +2 Dexterity, –2 Strength, –2 Constitution – Fairies are highly maneuverable, able to hover like dragonflies and rapidly accelerate, but their size restricts strength.
- +2 Charisma, –2 Wisdom – As fey, fairies are extraordinarily charming and polite. However they are not the greatest planners.
- Small – Fairies have the following size modifiers: +1 AC, +1 Attack, +4 Hide, –4 Grapple.
- Fairy base land speed (in feet) is equal to twice its entire Dexterity score, rounded to the nearest 5ft. (For example, 12 Dexterity gets 24 ft. a turn, rounded up to 25 ft.)
- +2 Flight – Fairies have a base fly speed of 60 ft. a turn (perfect)*
- Fairy wings – Fairies possess pairs of iridescent wings which aid flight control but don't really provide any lift. Sometimes these wings are not attached to the body.
- Special Defense 1: Aging – Fairies age slowly at a rate comparable to youkai.
- Height Defect (Minor) – Fairies take a –2 penalty on all Intimidation checks.
- Favored classes – Magical Girl, Shapechanger

  Total cost: **4 Character Points**

  **Fairy flight uses scaling for winged flight, although maneuverability is not affected. See here for more information on Flight.*

GHOSTS (BOREI)

Ghosts are the spirits of the dead. In Gensokyo, there are two kinds of ghosts: Amorphous incorporeal ghosts (which resemble teardrops with tails, and are about as intelligent as animals), and corporeal humanoid ghosts. These stats are for corporeal humanoid ghosts. Incorporeal ghosts share these traits, but also have 6 ranks of Insubstantiality, a -8 racial penalty to Int, and a Tiny size modifier (worth a total of 15 extra CP).

Yuyuko Saigyouji, ghost of oral fixation.

Personality: While ghosts retain the personalities they had in life, spending hundreds or thousands of years as a ghost can make them forget their lives and turn eccentric. Dangerous ghosts no longer take death seriously and have no problems killing others.

Physical description: Ghosts appear as they did in life, at whatever age they wish. Some take on peculiar qualities like a white face, a trail of vapor instead of legs, or oddly colored hair or eyes. Most are surrounded by a ring of lightless gray flames called ghost lamps, which make living creatures feel slightly cold if they pass through them.

Relations: Ghosts mostly keep to themselves, remaining on the outskirts of civilization or in isolated parts of the Forest of Magic. Other races fear them because they are as powerful as youkai. Sometimes a ghost's presence is tolerated in a village, but unwelcome ghosts are a danger to everyone.

Alignment: Ghosts retain whatever alignment they had in life. Those that succumb to madness become Neutral Evil or Chaotic Evil.

Ghost lands: Ghosts inhabit all parts of the Netherworld, the area beyond the border of life and death. Mindless ghosts are occasionally drawn halfway through the border into main Gensokyo during festivals which causes them to be incorporeal. They are blindly attracted to holy writing and "spirited" celebration, then left wandering aimlessly. Intelligent ghosts may appear when evoked during these times, and some choose to stay in Gensokyo when the festivities end. At other times of the year, ghosts will gather at graveyards and near Scarlet Devil Mansion.

Language: Ghosts speak the same languages they did in life.

Adventurers: Ghosts become adventurers in pursuit of a single goal, or because of a fixation with something they enjoyed in life. They are often driven to obsession with a single purpose or experience, such as dining on exotic foods or collecting bits of interesting junk.

GHOST RACIAL TRAITS

- +2 Dexterity – Ghosts can move easily without all that pesky physics weighing them down. That doesn't mean they're incorporeal.
- +2 Wisdom, – Ghosts carry a lifetime of experiential wisdom to the grave. Too bad most everyone else is too afraid to pay attention to a ghost's advice.
- Medium Undead
- Ghost base land speed is equal to three times its Dexterity ability score, rounded to the nearest 5 ft.
- +1 Flight – Ghosts have a base fly speed of 20 ft. a turn (perfect).
- Undead Traits (see below) – While ghosts are technically youkai, they have all the qualities of the living dead.
  - *Special Defense II: Aging, Hunger, Oxygen – Undead do not age, eat, or breathe (covered by immunities)*
  - *Darkvision 60'*
  - *No Constitution*
  - *Immune: Poison, Sleep, Paralysis, Stun*
  - *Immune: Aging, Disease, Death, Necro*
  - *Immune: Critical hits and subdual dmg*
  - *Immune: Ability dmg/drain, energy drain*
  - *Automatic Fortitude saves*
  - *Healed by negative energy*
  - *Damage from positive energy*
  - *Vulnerable to Exorcism and Ghost Ward attributes*
  - *Charisma replaces Constitution in all related checks (including Fort. saves and Concentration checks; click here to see how this affects dynamic spellcasting and psionics)*
- Easily Distracted 1–3: Ghosts are unusually focused on their last activity before death, becoming absent minded to everything else. Every ghost has some kind of obsession or distraction, represented by the Easily Distracted defect. Its ranks and bonus points are determined by the nature and severity of the distraction (see Anime d20 SRD).
- Ism 2 – Even in Gensokyo, where ghosts appear regularly and are invited to certain festivals, they still make the living uncomfortable. Ghosts take a –2 penalty to all Charisma related skill checks except Intimidate and Use Magic Device when dealing with creatures other than Half–Ghosts, Shinigami, and intelligent Undead.

  According to certain ghosts, the politically correct term for this is "discorporealism," not "a perfectly normal fear of dead people coming back to life." Some go as far as to refer to themselves as "discorporeal," not "dead" or "deceased" (and then they wonder why nobody will take them seriously).
- Favored classes – Dynamic Sorcerer, Miko

  Total cost: **6 Character Points**

HALF-GHOSTS

A half-ghost has a solid human form and an insubstantial ghostly half, which appears to follow it like a pet. The human form shares some undead traits, but heals naturally like a living creature, whereas the ghost form is wholly undead (except that it feels warm to the touch). It is not well understood how half-ghosts are made. Some kind of secret ritual or curse may have created the first half-ghost, who then engendered a bloodline of half-ghost descendents.

The only known half-ghosts are the Konpaku family, a clan of ancient gardeners and swordsmen. They live in a mansion-like shrine called Hakugyokurou (White Jade Tower) located at the edge of the Netherworld border. They serve the Saigyouji family of spirits and regularly patrol Hakugyokurou, acting as the first line of defense against hostile intrusions from either side.

Youmu Konpaku, not quite dead yet.

Personality: Half-ghosts are said to be *"half human and half ghost, half phantom and half reality, and altogether half-baked."* They are single-mindedly fixated on the present and at the same time, completely out of touch with reality. Half-ghosts are also brutally straightforward. Formalities and explanations are spared, as they care very little for what others think of them. This makes half-ghosts appear rude or aloof to others.

Physical description: A half-ghost appears to be a human accompanied by an amorphous white ghost of the same size. A closer look reveals the human has gray or blue-gray complexion like that of a corpse, and a peculiar vacant stare. Half-ghosts of the Konpaku family share several distinguishing traits as well. Their human faces have sunken blue or red eyes, white hair, and pale skin that is more human than corpselike.

Relations: Although half-ghosts have more in common with the living than the dead, most races outside the Netherworld do not enjoy their company. Humans don't know whether to treat them as ghosts or fellow humans, and youkai don't know whether to eat or exorcise them. Even ghosts are baffled by their dual nature, since ghosts are as mistrustful of the living as the living are wary of the dead. Ghosts do find half-ghosts tolerable as servants, laborers, even nobility, but never as equals. The Saigyouji family employs Konpaku half-ghosts as servants who can touch living things (particularly the live cherry trees at Hakugyokuru), something the noble families of the Netherworld consider unclean.

Alignment: Living on the edge of life and death, half-ghosts seek to balance their contradictory existence. They are drawn to Neutrality, both morally and ethically. Those who belong to the Konpaku family are always Lawful.

Half-Ghost lands: Hakugyokurou shrine is the size of a small country, and may as well be the only known territory where half-ghosts are found. Its unusual gardens and cherry orchards extend for miles along the border, making it a popular destination for spirits of the Netherworld. From the top of the white tower at the shrine's center, the Konpaku can spot any unwanted incursions from either side.

Names: Most half-ghosts take the Konpaku surname. However, there may be other families living away from the border in isolated parts of the Forest of Magic.

Adventurers: Half-ghosts become adventurers either by the orders of their masters, or to seek the acceptance of others. A half-ghost's unusual talents are well suited to youkai hunting, so they hope to be useful to other adventurers.

HALF-GHOST RACIAL TRAITS:

- +4 Strength, +2 Constitution – Half-ghosts possess unnatural strength and resilience.
- –2 Wisdom, –4 Charisma – Half-ghosts are perpetually spaced out and their strange behavior attracts ridicule. Their looks don't help, either.
- Medium (Extraplanar)
- Half-ghost base land speed is equal to three times its Dexterity ability score, rounded to the nearest 5 ft.
- +1 Flight – Half-ghosts have a base fly speed of 20 ft. a turn (perfect).
- Special Defense I: Aging – A half-ghost ages at half the rate of a human.
- +4 Special Defense I: Unnnatural Reisistance (Poison, Sleep, Paralysis, Stun) – +3 racial bonus to resist the effects of Poison, Sleep, Paralysis, and Stun
- Heighened Senses II: Darkvision 60 ft.
- Immune: Death, Necromantic Effects
- Phantom Blood: Treated as Undead for spell effects – For the purposes of spells and effects, the human half counts as an Undead creature. However it is not vulnerable to Exorcism and Ghost Ward attributes.
- +1 Pet Monster (Reduction 3: May not be improved) – This represents the ghostly half. The ghostly half has traits like a Pet Monster, even its own Spell Card which is always active, except it shares its owner's initiative, saves, and feats. It is always present when needed or not, although it can be commanded to hide from fights to keep out of danger. A ghostly half that is destroyed causes its human half to be Fatigued (no save) for 1d4 hours. The half does not reappear for 1 week.
- Favored classes – Martial Artist, Samurai

Ghost Half (Hitodama)

Medium Undead (Incorporeal)
1st Lvl Adventurer
Hit Dice: *1d4 x human half's HD (2 hp)*
Initiative: *+0*
Speed: *Fly 20 ft. (perfect), or as human half*
AC: *0*
BA: *+0*
Attacks: *Ghost Slide +0 ranged incorporeal (1d4 damage, 50% miss vs. corporeal)*
Face/Reach: *5 ft. by 5 ft./5 ft.*
Special Qualities: *Undead Traits (see Ghost entry), Resist Exorcism +2, Unnatural Resilience (heals normally as a living creature)*
F/R/W: *As its human half, based on human half's stats*
Abilities: *Str 4, Dex 10, Con--, Int 6, Wis 6, Cha 4*
Attributes: *Insubstantiality 6 (fully incorporeal), Reincarnation 1, Unique Attribute: Sensory Link (can provide the human half with vision, hearing, and touch)*
Defects: *Confined Movement (30 ft. of owner), Max Force 6 (Insubstantiality), Permanent (Insubstantiality)*
Skills: *As its human half, stat penalties apply*
Feats: *As its human half*
Spell card: *Ghost Slide (1d4 ranged, Small sphere of ectoplasm, 50% chance of affecting a corporeal target, always affects incorporeal)*

HUMANS

For centuries, Gensokyo's humans have survived an overwhelming number of youkai predators. These humans are all descendants of the heroes who created Gensokyo by magically sealing it from the outside world, saving the rest of us from youkai infestation. Their final sacrifice left them in a prison of their own creation. These humans have learned to survive by developing spiritually rather than technologically. They are not as skilled or talented as human outsiders, but have focused their energy developing magic instead. While Gensokyo's individual humans are on average stronger than youkai, their small numbers make them weaker overall.

Personality: An epic battle between humans and youkai still marks the human attitude, even though the battle ended centuries ago with birth of Gensokyo. Some humans are headstrong, feeling the need to prove themselves in a world dominated by youkai. Others have learned to adapt, living peacefully among youkai as servants, but they are by no means complacent. Warrior attitudes inevitably rise to the surface. A human's worth, they believe, lies in his struggle against impossible odds.

Physical description: Gensokyo's humans are a little short, about 5 ft. average in height. Their appearances reflect something of Gensokyo's original heroes.

Relations: For humans, Gensokyo is a dangerous place ruled by wild youkai who see them as nothing more than cattle. The most common youkai races look down upon them, and humans have no choice but to be respectful. Most humans either serve youkai masters, or live in the Human Village as refugees. For those who live among youkai, organized rebellion is impossible; the human population is too scattered.

Human flight: Unlike many other races in Gensokyo, humans lack the inherent ability to fly (Reimu is the sole exception, earning her a reputation as the Flying Maiden of Hakurei Shrine), and so they must rely on their resourfulness to get airborne.

Human characters in the official Touhou games have some unique flying methods, often tied to their thematic powers. For example, Marisa Kirisame's power is black magic, so she rides a broomstick. Sanae Kotiya is a shrine maiden to a wind goddess, so Sanae creates air currents that are strong enough to carry her. Suwako Moriya wears loose sleeves that are way too long for her, so she just flaps her arms like crazy and it works for her.

Alignment: Humans have no particular favored alignment, but may share the alignments of their masters.

Human lands: Throughout Gensokyo, humans are few and far between, living as servants to youkai households in various isolated villages. The only exception is the Human Village, where humans are the majority. While life may seem easier in the Village, the humans must regularly defend against youkai attacks. It is an uphill struggle, as youkai understand the humans don't have the resources to hold out forever.

Adventurers: Outside the Human Village, youkai employ humans to fight other youkai, a task which humans take up with enthusiasm. Within the Village, there are many who try to prove themselves by becoming youkai exterminators, taking various odd jobs that involve youkai problems.

Reimu Hakurei, mystical shrine maiden of paradise. Sleeps all day, spends all her money on booze.

HUMAN RACIAL TRAITS:

- Medium
- Human base land speed is equal to three times its Dexterity ability score, rounded to the nearest 5 ft.
- +1 Special Attack – All Gensokyo humans start with a Spell Card, treated as a rank 1 Special Attack.
- +1 Rejuvenation – As the descendants of heroes, Gensokyo humans have remarkable power in tough situations.
- Favored class: Any – Humans take no XP penalty for multiclassing.
- Total cost: 0 Character Points

OUTSIDERS

Humans who come from the outside world have racial traits the d20 system normally associates with humans. They know very little of Gensokyo, and become easy prey for hungry youkai. Only the strongest (or luckiest) survive to make it as far as the Human Village.

Sanae Kotiya, a human outsider.

Sanae expresses her opinion of the Touhou d20 system.

HUMAN (OUTSIDER) RACIAL TRAITS:

- Medium (Extraplanar)
- Human base land speed is equal to three times its Dexterity ability score, rounded to the nearest 5 ft.
- Bonus feat at 1st level
- +4 skill points at 1st level
- +1 skill point each level
- Favored class: Any
- Total cost: **0 Character Points**

KAPPA

According to Japanese mythology, Kappa are turtle-like creatures who live in streams and rivers. They enjoy drowning and eating small children who wander too close to their homes, but they can be pacified with cucumber offerings. Kappa are supposed to be excessively polite, and if someone bows to them, they always bow a little bit lower, which is their one weakness. One version of this myth says kappa carry pots of water on their heads containing their life force, and when they bow, the water spills out so they can't lift their heads. This is the surest way to defeat a Kappa, because they can drown.

The truth is a little different. Gensokyo's Kappa do live underneath a lake. Although the Kappa fiercely defend their territory, they do not drown and eat small children. In fact, they are vegetarians, subsisting on a diet of mostly rice and cucumber, which they farm at the edges of the lake. They do carry water with them when they journey outside the lake, but this is because they need a little more hydration than other races, not because the water actually contains lifeforce. Kappa can breathe underwater and on land, so they cannot be drowned.

Nitori Kawashiro, super youkai warhead.

Stories about excessive politeness are often less extreme than the facts. Anyone dealing with Kappa for the first time will notice their tendency to praise everyone and everything, all the time, whether it is needed or not. The Kappa do have a much lower threshold for what they consider new and exciting, and a much longer attention span, than any other race in Gensokyo.

Personality: Kappa are gentle and polite, but more often too polite. They don't quite know how to relate to others who are not as polite as they are, and that makes them suspicious of everyone, although they hide their suspicion extremely well. They are especially wary of humans who are native to Gensokyo, who the Kappa believe to be the tools of lying youkai.
Kappa are also very curious about technology and life outside Gensokyo, and are always looking for ways to improve their city at the foot of Youkai Mountain. As for kappa who are able to overcome an inherent mistrust of strangers, they become excellent workers in other villages, always happy to improve the lives of others.

Physical description: Like other youkai races, Kappa appear to be humans with a few slight differences. Green or blue hairstyles are about all that distinguish them. Their clothing is distinctively modern. Many kappa wear factory produced clothing such as t-shirts, swimwear, overalls, even waterproof business suits. Small trinkets from the outside world are worn as jewelry, with pieces of brightly colored plastic taking the place of gemstones. Some may wear things identified with mythological kappa but with a strange contemporary twist. For example, the tradition of carrying a water jar on the head has been replaced by wearing a modified beer helmet full of lake water.

Relations: Kappa have the closest relations with the tengu, the inhabitants of Youkai Mountain. They think of tengu as their best clients in trade, and pride themselves as the only supplier of electricity to the mountain. Tengu think of kappa as useless little muck dwelling servants who always charge too much (which by tengu standards would make kappa the most respected race in all Gensokyo). Other youkai don't have much contact with kappa, and those that do are afraid of the kappa's technology.
Humans native to Gensokyo avoid kappa because of rumors that they eat children, even though they are natural vegetarians. Those who seek passage to Youkai Mountain are often attacked by suspicious kappa, who know about the rumors and fear misguided "youkai extermination squads" will ruin their city. However, kappa are on much better terms with human visitors from the outside world. They regularly send caravans to Hakurei Shrine to trade with outsiders and offer their services as guides, though they can't offer much in the way of protection from youkai.

Alignment: Kappa are inherently peaceful and tolerant. Most are either Neutral Good or Lawful Good. Living at the foot of a mountain full of evil youkai they have become mistrustful of strangers, with the exception of outsiders.

Kappa lands: The kappa inhabit a lake at the base of Youkai Mountain. Underwater, they have worked to build an industrialized society imitating human cultures of the outside world, living in a city at the bottom of the lake. A dam at a nearby waterfall supplies the city with electricity. The city's technology is about the same as the late 19th or early 20th century, crudely thrown together to imitate the attitudes and styles of the 21st century.

KAPPA RACIAL TRAITS:

- –2 Dexterity, +2 Constitution – Kappa have strong frames at the expense of quickness.
- +2 Intelligence, –2 Charisma – In spite of their intellect (or perhaps because of it), kappa have difficulty when dealing with others.
- Medium
- A Kappa has a base land speed of twice its Dexterity ability, rounded to the nearest 5 ft.
- +2 Water Speed: Kappa have a base swim speed of 30 ft. a turn. They get a +8 bonus to Swim checks, and ignore armor check penalties from light armor when using the Swim skill.
- Special Defense II: Water – Kappa are amphibious and live in streams and lakes.
- Machine intuition – Kappa have a +4 racial bonus to Repair checks.
- Ism 1 – Due to their undeserved reputation as monsters, Kappa suffer a -1 penalty to all Charisma related skill checks except Intimidate and Use Magic Device when dealing with other races, with the exception of Tengu, Oni, and Human Outsiders.
- Favored Class – Tech Genius
- Total cost: **1 Bonus Point** (You gain 1 extra character point for selecting this race.)

LUNARIAN

Lunarians are a race of humanlike aliens who live on the dark side of the moon, who possess strange powers related to alchemy, insanity, and psionics. Lunarian civilization is thousands of years old, resembling ancient China on Earth, but technologically more advanced than the modern world.

Lunarians claim to have fought off an army of human invaders 30 years ago, who declared war by planting the flag of the sun god Apollo on their soil. However, the Lunarian concept of "war" is sketchy at best, so it is possible they just hid at every encounter until the astronauts left and declared victory.

Eirin Yagokoro, a Lunarian. She has the perscription for gaming fun!

Personality: Lunarian behavior is somewhat distant or innocent, since they have little understanding of Earth or its inhabitants. Exiled Lunarians are less naive, and may be a little irritable. This is understandable since Earth is the equivalent of hell for Lunarians. Gensokyo in particular is double hell.

Physical description: Lunarians are taller than humans, with an average height of 6-7 ft. They have skin as pale as the lunar surface, black or metallic silver hair, and wild red eyes suggestive of madness.

Relations: Lunarians are easily mistaken for youkai and treated by other races as such. Many other races are surprised to learn they actually come from the moon.

Alignment: Most Lunarians are Lawful Neutral, devoted to the laws of the Lunar Capital beyond self-centered notions of right and wrong. Exiles are the exception, and have no favored alignment.

Lunarian lands: Lunarians are from the Lunar Capital, a city on the dark side of the moon surrounded by an ocean of ultrafine dust which flows like water. Though countless manmade probes have encircled the moon and mapped all its features for years, even explored the surface of the dark side, the Capital has escaped the notice of mankind.

On Earth, Gensokyo is about the only place the Lunarians have ever visited. Lunarians in Gensokyo are most likely exiles living in a mansion called Eientei, which acts as a kind of gateway between the two worlds (the lunar side is sealed shut). Eientei lies somewhere in the Forest of Magic, hidden by a barrier of strong illusion.

Language: Lunarians speak Moon Language, a strange tonal language related to Chinese.

Names: While on Earth, Lunarians give themselves foreign names to spare others the agony of speaking Moon Language.

Adventurers: Lunarian exiles wishing to return to the moon become adventurers seeking to improve themselves, hoping to find forgiveness in the eyes of the Lunar Court. They may also be doing the opposite- honing battle skills to prepare for a strike against the Capital. Some Lunarian adventurers are simply displaced soldiers making a living as mercenaries or bodyguards, and don't have any plans beyond getting paid.

LUNARIAN RACIAL TRAITS:

- –2 Strength, +2 Constitution – While Lunarian bodies can withstand Earth's crushing gravity better than humans who return after months spent in outer space, Lunarians never fully recover their strength.
- +4 Intelligence, –4 Charisma. – Lunarians are extraordinarily intelligent. As aliens, they never quite fit into society.
- Medium
- Lunarian base land speed is 3x Dexterity, rounded to the nearest 5 ft.
- +1 Flight – Lunarians have a base fly speed of 20 ft. a turn (perfect).
- +1 Energy Bonus– Lunarians practice a meditation technique that draws upon the moon's limitless energy.
- +4 Concentration– Lunarians receive a +4 racial bonus to Concentration checks from the same techniques.
- Defensive Precognition – Once per day, a Lunarian can manifest Defensive Precognition as a psi-like ability, at a manifester level equal to the Lunarian's HD (min. ML 1). This ability costs 1 EP to manifest, and may be augmented as many times as necessary, as long as the total EP spent is no more than the manifester level.
  For every 3 additional EP the Lunarian spends, the power's insight bonus gained increases by 1. If she spends 6 additional EP, she can manifest this power as a swift action.
- Bonus language– Moon Language
- Favored class– Dynamic Psion
  Total cost: **3 Character Points**

LUNARIAN RABBIT

Easily mistaken for rabbit youkai, lunarian rabbits are the second race inhabiting the Lunar Capital. They are the servant class in Lunarian society, acting as soldiers and laborers.

Personality: Lunarian Rabbits are normally energetic and playful, almost like small children. However, they can suddenly turn serious when faced with a challenging task, and are often more responsible than average humans of the equivalent age.

Physical description: Lunarian rabbits appear to be either tall rabbit youkai or short Lunarians with rabbit ears, with an average height of 6-6.5 ft. not including the ears, and only weigh about 100–120 pounds. Their skin and hair colors match Lunarians, but their eyes are uniformly pink and reflective.

Relations: Lunarian rabbits often accompany Lunarians as servants, guards, or even pets. In Gensokyo, Lunarian rabbits seem to have an easier time dealing with other races than their masters, so they often become ambassadors or diplomats for the Lunar Capital. They can sometimes act as intermediaries between humans and youkai.

Alignment: Like their masters, Lunarian Rabbits are mostly Lawful Neutral, and some are Lawful Good. Ethical Neutrality is rare, and Evil and Chaotic alignments are almost unheard of.

Adventurers: Lunarian rabbits most often become adventurers when their masters do. Some may have fled to Earth to escape a life of servitude, to evade punishment, or simply because they got tired of following the rules all the time, becoming adventurers to make ends meet. Conditions on the moon aren't necessarily bad, but there will always be discontent.

Reisen Inaba, a useless little Lunarian Rabbit who is only good for her sex appeal.

LUNARIAN RABBIT RACIAL TRAITS:

- –2 Strength. +2 Dexterity –2 Con. – Lunarian bodies are adapted to low gravity conditions. On the Earth, they weigh six times as much. Lunarian rabbits are more agile than humanlike Lunarians, but much more frail.
- Medium
- A Lunarian rabbit's base land speed is 3x Dexterity, rounded to the nearest 5 ft.
- +1 Flight – Lunarian rabbits have a base fly speed of 20 ft. a turn (perfect).
- Rabbit ears – Lunarian Rabbits have two sets of ears. One human, and another resembling a pair of oversized bunny ears. The second pair is detchable, and effectively deaf. This biological feature continues to baffle Lunarian scientists.
- Low-light vision
- +1 Energy Bonus– Lunarian Rabbits practice a meditation technique that draws upon the moon's limitless energy.
- +4 Concentration– Lunarian Rabbits receive a +4 racial bonus to Concentration checks from the same techniques.
- Burst – Lunarian rabbits can manifest Burst as a psi-like ability for 2 EP at a manifester level equal to half HD, increasing base movement by 10 ft. a turn. Burst manifests as a free action and counts as a quickened power/spell for that turn. As a psi-like ability, it does not consume any spell slots or require a Drain or Control check.
- Missive – Lunarian rabbits can manifest Missive as a psi-like ability for 1 EP at a manifester level equal to half HD, allowing them to send one-way telepathic messages. For every 2 additional EP spent, this power's range increases by 5 feet. A Lunarian Rabbit cannot spend more EP than her manifester level to manifest this power.
- Bonus language: Moon Language
  Total cost: **3 Character Points**

ONI

Oni are another race taken from Japanese folklore. Mythology describes them as horned psychopaths who possess supernatural strength, powerful magic, and an endless supply of bad manners. They are depicted as grotesque giants who slaughter humans with enormous spiked clubs (called Kanabo) and eat the flesh of their victims. Gensokyo's Oni are more interested in sake, celebration, and competition than bashing people's heads in.

Note: While the name "Oni" is synonymous with "Devil," they have little in common with winged devils, vampires, succubi, or other Gothic monsters who all share the Devil subtype. However, like Devils, Oni are vulnerable to the Exorcism Attribute.

Personality: Fierce and jubilant, the Oni love parties, strong drink, and competition, all in good company. While most of the Oni are good natured and forgiving, their lack of self-restraint often gets them into trouble. They are always concerned with enjoying the present to the exclusion of all else. For this reason, Oni don't seem to learn from mistakes or plan for the future (they're capable of both), but there are times when they can be uncharacteristically wise, even insightful.

Sake is to the Oni what air is to anybody who breathes. That means the usual Oni is a drunken red-faced booze monkey. The wise Oni are easily overlooked, because their insights are likely to be delivered in slurred speech, between fits of inappropriate laughter. But from an Oni's perspective, such behavior is not just acceptable, it's downright abstemious. A drunk is an Oni who turns surly and tries to smash everything with a club.

Oni are the most competitive race in Gensokyo. So competitive they're proud of it. They're quick to join any kind of contest, no matter how pointless or trivial, even if they don't have the necessary skills to compete.

Physical description: Oni are humanoid creatures with horns sprouting from their heads like tree branches, which they often decorate with brightly colored cloth and paper. Most Oni possess one or two horns, with size corresponding to how powerful they are. Young and weak Oni may have unremarkable nubs on their foreheads, while elder Oni have horns as large as rail spikes.

The typical Oni has light skin, brown or deep red eyes, with hair color ranging from medium to light brown. Despite enormous physical strength, an Oni is more lean than muscular, but still athletic enough to look good in gym shorts. They prefer to wear loose and simple clothing with little decoration. Some wear broken iron manacles on their wrists or ankles as a display of strength.

Relations: The Oni were once the rulers of Youkai Mountain, so they have a special relationship with the Tengu and Kappa who live there. They view the Kappa as old friends who are trustworthy, hard working, and badly in need of a cup of strong sake. Tengu are fellow troublemakers, no more honest or reliable than fairies, but that makes them amusing companions.

Other races are suspicious of Oni because common mythology says they are lying, cheating, kanabo swinging brutes. The Oni claim that these are rumors started centuries ago by Gensokyo's humans, who got sick of the Oni beating them in every single contest. The Oni say they graciously volunteered to live underground until the humans were mature enough to deal with them. A few Oni are old enough to remember what really happened, and are still bitter about it, but the majority believe the humans deserve another chance.

Alignment: Oni are always Chaotic, viewing rules, laws, and customs as nothing more than setbacks on the road to enjoying life. A good aligned Oni is still going behave disrespectfully and break things wherever she goes, but usually it's directed at people who deserve it. A neutral Oni is a hooligan, going out of the way to cause trouble just because she can. An evil Oni is a thuggish nuisance and a bad influence overall.

Oni Lands: Oni inhabit much of Gensokyo's Former Hell, living in entire towns constructed inside enormous caverns. The towns often have well-lit streets with taverns, bars, and gambling halls, evoking the feeling of an endless all-night celebration. A few small parks are lit with Daylight spells for therapeutic reasons, so these places are always crowded.

The Oni are gradually returning to Youkai Mountain, but they have not yet made an effort to reclaim their position as rulers. Other Oni have been spotted in the Human Village, especially in areas near Hakurei Shrine.

Adventures: Though Oni adventurers are reluctant to leave friends and family behind, they often migrate aboveground seeking little more than high quality food and drink, especially meat and strong sake. Dedicated Oni adventurers are motivated by things like personal glory and the promise of a better life aboveground.

ONI RACIAL TRAITS:

- +1 Superstrength – Oni possess legendary strength, which counts as a +8 racial bonus to Strength.
- +4 Constitution – Oni are typically healthy and robust, but that's an understatement. The average Oni can drink nonstop for days at a time, and the best among them are never sober.
- –4 Wisdom, –2 Intelligence – Oni are impatient and foolhearty, resulting in a lack of wits and skills compared to other races.
- Medium
- Land speed 3x Dex. – An Oni's base land speed is 3x Dexterity, rounded to the nearest 5 ft.
- +1 Flight – Oni have a base fly speed of 20 ft. a turn (perfect)
- Heightened Senses II: Darkvision 60ft.
- Immunity: Sake – Oni are immune to Wisdom damage from alcohol. An Oni is still considered drunk 1 minute after consuming alcohol (allowing use of all related feats and attributes), even if it is immune to the alcohol's primary and secondary damage effects. (Of course, an Oni can voluntarily suppress this immunity to take the damage, anyway. They often do so in drinking contests to give other races a fighting chance.)
- +1 Natural Weapon: Horns – Oni are distinguished by their long and twisted horns.
- Special Defense I: Aging – Like many other races in Gensokyo, Oni age slowly and may live for centuries.
- Special Defense I: Exorcism – An Oni character has a +4 bonus to Will saves and Wisdom checks opposing Exorcism and Spirit Ward Attributes.
- Vulnerable to the Exorcism attribute.
- –Ism rank 1 – Oni take a -1 penalty to all Charisma related checks except Intimidate and Use Magic Device when dealing with other races, with the exception of Kappa and Tengu.
- Bane rank 1: Fukumame – Oni are weakened by boiled or roasted soybeans (1 packet = 1 mundane item). Tossing a handful and shouting "Oni, begone!" is a ranged attack (uses the Thrown Weapons skill) that does 1d6 damage to an Oni. Boiled soybeans are moist enough to stick to an Oni, and each full round spent in contact with the substance does 1d6 damage from exposure. A move action is required to wipe it away.
- Favored Classes: Adventurer, Martial Artist
- Total cost: 3 CP

TENGU

Tengu are wind goblins of Japanese mythology. They are sometimes portrayed as humans with the heads and wings of hawks or crows, or as smiling red people with enormous noses. Gensokyo's tengu are a little bit of both.

Personality: Tengu have a way of characterizing others by their faults rather than anything nice. Tengu ideals involve striving not to be something bad, rather than aiming for something good. Not that Tengu can't think highly of themselves; They often see themselves as the least flawed people of Gensokyo, and are quick to name all the reasons why the others are worse. They do become very offended if people other than tengu criticize them.

Physical description: Tengu look like humans, but a few have long noses and pointed ears. Their hair is dark as a crow's feathers. Tengu skin is slightly redder than a human's, giving the Tengu the appearance of sunburn.

Relations: Tengu look down upon every other race they encounter. Perhaps this is because they live on top of a mountain, but it seems to be an important aspect of Tengu culture. Kappa and the youkai of the mountain can tolerate them, but others find them disrespectful and untrustworthy.

Alignment: Tengu are usually Neutral. They mostly keep to themselves, and dislike anyone coming to Youkai Mountain.

Tengu lands: The kingdom of Tengu encompasses all of Youkai Mountain, not far from Hakurei shrine. Though it is home to many other kinds of youkai, the Tengu are clearly in charge. The Tengu kingdom is currently in an industrialized state comparable to 19th century Japan, but with a few modern conveniences like electricity, running hot water, and air conditioning. Lately, their greatest achievements have been the electric printing press, and black and white photography, allowing them to distribute newspapers throughout Gensokyo. Given the Tengu culture of criticism, there are few subscribers outside of Youkai Mountain.

Adventurers: Tengu may become adventurers on a quest for personal glory, or as a means of showing off. Others might be mercenaries looking for a little more excitement than the isolated Youkai Mountain has to offer, or journalists reporting for whatever strange reasons they may have.

TENGU RACIAL TRAITS

- +2 Dexterity – Tengu are incredibly fast and lightweight.
- +2 Wisdom – Tengu claim that their acute senses enable them to see and hear everything in Gensokyo from the top of Youkai Mountain, but this is probably an exaggeration.
- A Tengu's base land speed is equal to Dex. x3
- +2 Flight – Tengu have a base fly speed of 90 ft. a turn (good), which counts as Winged Flight. In order to take off, a Tengu needs to run forward in a straight line for at least 30 ft. before making a successful (DC 10) jump check (terrain modifiers apply), or lauch itself from a surface at least 30 ft. high. Once in the air, the rules for vehicular movement apply. Control checks and maneuvers are done with Power Usage: Flight instead of the Pilot Vehicle skill.
- +2 Bluff and Diplomacy – Tengu are skilled negotiators.
- +2 Listen and Spot – Tengu are more alert than most other races.
- Sound Imitation – As an extraordinary ability, a Tengu can mimic any voice or sound, listener makes Will DC (10 + 1/2 HD + Cha.) to detect. This counts as 1 rank of Projection: Sound.
- Ism 1 – Tengu suffer a -1 penalty to all Charisma related skill checks except Use Magic Device when dealing with other races, with the exception of Kappa, Oni, and Human Outsiders. This is because everyone in Gensokyo assumes that all Tengu are liars. In spite of this, they still get away with a lot.
- Favored classes: Ninja, Shapechanger – Tengu with levels of Shapechanger often have a crow, hawk, or wolf form.

Total cost: **4 Character Points**

The Wayback Machine - https://web.archive.org/web/20140716055926/http://gensod20.alotspace.com/races02.htm

Table 1-2: Youkai Racial Ability Adjustments

Youkai Type	Ability Adjustment	Attribute Adjustment	Defects	Total Cost
Bird	+2 Dexterity, –2 Wisdom	+4 Alternate Form (Partial Powered; 1/day), +2 Flight (winged), +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	5 CP
Cat	+2 Dexterity, –2 Wisdom	+4 Alternate Form (Partial Powered; 1/day), +1 Flight, +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	5 CP
Doll	–4 Strength, +2 Dexterity, –2 Wisdom	Construct, +1 Flight	Construct, Youkai defects, Level Adjust +1 (tiny and dimin only)	7 CP (small), 0 CP (tiny), 8 CP (dimin)
Fish	+2 Wisdom, –2 Constitution, –2 Strength	+4 Alternate Form (Partial Powered; 1/day), +1 Flight, +1 Regeneration/Neg. Energy, +1 Special Defense I	Achilles Heel: Neg. Energy, Easily Distracted 1, Weakness: Neg. Energy (linked to Regen)	2 CP
Fox	+2 Intelligence, –2 Wisdom, +2 Charisma	+4 Alternate Form (Partial Powered; 1/day), +1 Flight, +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	5 CP
Human	–2 Wisdom	Bonus Feat, +1 Flight, +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	3 CP
Magician	–2 Strength, –2 Wisdom, +2 Intelligence, +2 Charisma	+1 Flight, +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	4 CP
Plant	–2 Wisdom, +4 Constitution	+1 Flight, +2 Regeneration/Fire, +1 Special Defense I	Achilles Heel: Fire, Easily Distracted 1, Restriction (Regen in sunlight only), Weakness: Fire (linked to Regen)	5 CP
Rabbit	+2 Dexterity, –2 Constitution, –2 Wisdom	+4 Alternate Form (Partial Powered; 1/day), +1 Flight, +1 Regeneration/Pos. Energy, +1 Special Defense I	Youkai defects	4 CP
Tsukumogami	–2 Wisdom	Construct, +1 Flight	Construct, Youkai defects	5 CP (not including artifact attributes)
Vermin	+2 Constitution, –2 Wisdom, –2 Charisma	+4 Alternate Form (Partial Powered; 1/day), +1 Armor, +1 Flight, +1 Heightened Senses II (Blindsense), +1 Regeneration/Pos. Energy, +1 Special Defense I	Reduction: Armor, Weakness: Called Shot (linked to Blindsense), Youkai defects	4 CP

"Youkai" refers to a wide range of supernatural creatures that live in Gensokyo. A youkai can be almost any kind of supernatural being with a connection to nature or spirits. In Gensokyo, all youkai have a human form, a near–immortal lifespan, an aversion to spiritual energy, and a taste for human flesh. While this seems like it would cause the youkai to eat each other, too, they are still distinguishable from humans.

Though all races except humans, Lunarians, and Lunarian rabbits are technically youkai, this list refers to the most common subraces, who share many racial traits. When Targeted Special Attacks or certain class skills target youkai, they refer to the races on this list. When taken together, these youkai outnumber every other race in Gensokyo by at least 10 to 1.

This section includes the most common "beast youkai," consisting of birds, cats, foxes, rabbits, and vermin, some of which have alternate animal forms. These youkai began their lives as animals and lived an extraordinarily long time, or died and became powerful spirits. Upon reaching an enlightened youkai state, they no longer think of themselves as animals.

Also included are the humanlike youkai: tsukumogami, human youkai, and magicians. A Tsukumogami is an antique object brought to life, born when a spirit awakens in an artifact that is at least 100 years old. It assumes a human form which often carries the object with it. Human youkai are sometimes enlightened humans or former ghosts, but may also be spirits of mankind in general. Magician youkai may have also been human at some point, but sometimes they are born from residual spells which became intelligent after hundreds of years.

Personality: Youkai are self–centered as a whole. Greed and cruelty are not the norm, but youkai societies will not discourage it, whereas kindness and generosity attract a lot of strange looks and alienation. Some aren't particularly malicious until they get hungry, or someone gets in their way, but there will always be youkai who actually enjoy making others miserable. Evil alone is not a guarantee of villainy, more of a stepping stone.

Eating "lesser" intelligent creatures, particularly humans, is seen as a cultural privilege. Though it is also acceptable to eat other youkai, few bother with it since it is believed that humans are tastier. Some may take in humans as servants or pets, but eating those humans would be bad taste. (After all, nobody really wants to eat their own pets.)

Physical description: Youkai are nearly identical to humans, with one or two unusual features. Red eyes and unnaturally bright yellow hair are some of the most common features. Other characteristics are anything from heterochromatic eyes (eyes of two different colors) to sideways pointing ears. Beast youkai often have animal ears, tails, or wings depending on their type. Perhaps the only unifying feature is that no youkai appears to be older than fourteen, even though most of them are actually centuries old.

Relations: Youkai run Gensokyo, and they could probably run the world if the border seal did not prevent them from leaving. Not that the youkai are interested in world domination at the time. They have convinced themselves there is nothing worthwhile outside.

To other races, and even among themselves, youkai are troublesome. Humans in particular are on uneven terms with youkai. While some youkai have proven themselves as harmless to humans, even friendly, they can never be fully trusted. Humans who live as servants or second class citizens in youkai villages fear the day their masters will eat them.

Alignment: Most youkai are Evil aligned, and there is no ethical preference among them. Even Good and Neutral aligned youkai are a little bit selfish, they just aren't so big on eating humans.

Youkai lands: All of Gensokyo is considered youkai land. They can be found everywhere, even among the human village.

Adventurers: Although youkai are more adept at causing problems than solving them, many do become adventurers. The typical youkai adventurer seeks to increase her own power by engaging in danmaku battles, or to amass whatever pay and prizes she can get a hold of. Even youkai who spend most of their time do–gooding think they have something to gain from it.

COMMON YOUKAI RACIAL TRAITS

(These traits are also included in the subclass entries for easy reference)

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Medium size
- Youkai base land speed is 3x Dexterity.
- +1 Flight – Youkai have a base fly speed of 20ft. a turn (perfect)

- Youkai Regeneration (su) – All youkai recover from damage at the rate of 1 hp per round. Youkai do not regenerate damage from positive energy.
  This attribute counts as Regeneration/Positive Energy, due to the character's Achilles Heel, and a Vulnerability that causes this attribute to drop to rank 0, which are both triggered by positive energy damage.
- **Youkai Defects**
  - *Weakness: Positive Energy* – If a Youkai takes damage from Positive Energy (for example: holy weapons, attacks that use sunlight, and Spell Cards with Composition: Prayer), it loses its Youkai Regeneration ability. Healing spells and other harmless effects that use Positive Energy can't trigger the weakness.
    When the Weakness has been triggered, the regeneration cannot return on its own. A Youkai can restore use of this attribute if it spends at least 1 day resting in either a Desecrated area or its own Place of Power (if it has one).
  - *Achilles Heel: Positive Energy* – A Youkai takes double damage from positive energy attacks, and cannot heal positive energy damage normally or with magical healing. A Desecrated area or the damaged Youkai's Place of Power (if it has one) negates this effect for as long as the Youkai stays in it, allowing normal recovery. (Youkai can still heal using positive energy spells and effects. Only attacks using Positive Energy, or damaging spells such as Sunburst, do double damage.)
  - *Easily Distracted 1: Food* – All youkai are similarly distracted by their favorite food. They would rather eat it than eat a live human.
- Subracial Variants – Youkai subraces come in two flavors: beast and vanilla.
- Beast Youkai – All beast youkai have an animal form, which counts as 4 ranks of Alternate Form (Partial Powered), which is available only once per day due to the Limited Use defect. Its duration (in hours) is equal to half the Youkai's total hit dice, not including those gained from ranks of the Damn Healthy! attribute.
  Limited Use isn't listed in the descriptions below, but it is worth a total of 9 Bonus Points. This drops the final price of Alternate Form to 4 CP, which is included in the racial cost already. Improving the Alternate form is worth the full price of 3 CP per additional rank.

BIRD YOUKAI

Bird youkai appear similar to Tengu, as they are characterized by birdlike features. Only paler skin tones and hair colors are a reliable way to tell them apart, although behavior is also a dead giveaway. Some bird youkai also have plumage behind the ears in formations resembling a cat youkai's vestigial ears.

Bird Form – counts as 4 Ranks of Alternate Form (Partial Powered)

Tiny Magical Beast (Youkai)
HD: *1/4 d8 (1 hp)*
Initiative: *+2 (Dexterity)*
Speed: *15 ft, fly 40 ft. (average)*
AC: *4 (+2 Dexterity, +2 Size)*
Armor: *0*
BA: *+0*
Attack: *Claw (1d2)*
Full attack: *Claw (1d2)*
Space/Reach:*2½ ft./0 ft.*
Special Attacks:*—*
Qualities:*—*
F/R/W: *+2/+4/+1*
Abilities: *Strength 1, Dexterity 15, Constitution 10, Intelligence 2, Wisdom 14, Charisma 6*
Attributes:*+1 Heightened Senses I (Low Light Vision), +1 Natural Weapon (Claw [1d2 + Strength]), +1 Flight (Winged flight, average; 10 ft. takeoff; speed +20ft.)*
Skills: *Listen +5, Spot +7*
Combat skills: *Unarmed Attack: Claw +4*
Feats: *Alertness*
Defects: *Youkai defects*

BIRD YOUKAI TRAITS

- +2 Dexterity – Bird youkai have lightweight honeycomb structured skeletons and elongated muscles, improving agility and twitch reactions.
- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Medium
- Bird Youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +4 Alternate Form: Partial Powered (su) – Once per day, a bird youkai may take the form of a small bird, such as a crow, sparrow, or dove.
- +2 Flight –; Bird Youkai have a base fly speed of 90 ft. a turn (good), which counts as Winged Flight. In order to take off, a Bird Youkai needs to run forward in a straight line for at least 30 ft. before making a successful (DC 10) jump check (terrain modifiers apply), or launch itself from a surface at least 30 ft. high. Once in the air, the rules for vehicular movement apply. Control checks and maneuvers are done with Power Usage: Flight instead of the Pilot Vehicle skill.
- +1 Regeneration – Bird youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- +8 Spot – Bird youkai have incredible long distance eyesight.
- Magical Beast Type – Bird youkai are treated as Magical Beasts for spell effects.
- Stunted wings – Each bird youkai has a pair of small feathered wings that flap involuntarily without providing significant lift. This has no effect on Winged Flight.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **6 Character Points**

CAT YOUKAI (NEKOMATA)

Each cat youkai has a vestigial pair of pointed cat ears, usually emerging from a hairstyle, and a functional tail which seems to help with balance (but is otherwise useless).

CAT YOUKAI TRAITS

- +2 Dexterity – Cat youkai have good reflexes and a superior sense of balance.
- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Medium
- Cat Youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +4 Alternate Form: Partial Powered (su) – Once per day, a Cat youkai may take the form of a common housecat.

Cat form – counts as 4 Ranks of Alternate Form (Partial Powered)

Tiny Magical Beast (Youkai)
HD: *HD: ½ d8 (2)*
Initiative:*+2 (Dexterity)*
Speed: *30 ft.*
AC: *4 (+2 Dexterity, +2 Size)*
Armor: *0*
BA: *+0*

- +1 Flight – Cat youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Cat youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- Cat ears and tail – All cat youkai have a secondary set of ears, resembling a cat's, and a tail. Older cat youkai have more than one tail. Having extra tails counts as 1 rank of Features, and provides a +1 circumstantial bonus to all Charisma related checks except Use Magic Device.
- +4 Balance – Cat youkai possess better kinesthesia than other youkai, are unaffected by vertigo, and use their tails for balance, even while they are in human form.
- Acrobatic aptitude – Cat youkai have an easy time learning acrobatic skills. Cat Youkai characters start with 4 bonus skill points, which may only be spent on the following: Climb, Hide, Jump, and Move Silently.
- Magical Beast Type – Cat youkai are treated as Magical Beasts for spell effects.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **5 Character Points**

Attack: *Bite (1d2), and Claw (1d3)*
Full attack: *Bite (1d2), and Claw (1d3)*
Space/Reach:*2½ ft./0 ft.*
Special Attacks:*–;–*
Qualities:*Climb and Jump based on Dexterity, Scent*
F/R/W:*+2/+4/+1*
Abilities:*Strength 3, Dexterity 15, Constitution 10, Intelligence 2, Wisdom 12, Charisma 7*
Attributes:*+1 Heightened Senses I (Low Light Vision), +2 Natural Weapon (Bite [1d3 + Strength], and Claw [1d2 + Strength])*
Skills:*Balance +11, Climb +7, Hide +16, Jump +10, Listen +3, Move Silently +9, Spot +3*
Combat skills: *Unarmed Attack: Claw +4*
Feats:*Dodge, Great Fortitude, Lightning Reflexes*
Defects: *Youkai defects*

DOLL YOUKAI

A doll can be any kind of doll, puppet, or figurine animated by magic. Doll types range from wooden Bunrakku puppets three feet tall (Small), to crude straw voodoo dolls slightly over 6 inches high (Diminutive).

DOLL YOUKAI TRAITS

- –4 Strength, +2 Dexterity, – Doll youkai are small and fast, due to size. Tiny dolls have –8 Strength, +4 Dexterity instead, and Diminutive Dolls have –10 Strength, +6 Dexterity. Adjustments are due to Size, not Race.
- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Size and speed – Variable (see below)
  Small Size – Small Dolls have the following size modifiers: +1 AC, +1 Attack, +4 Hide, –4 Grapple. They can only use Small weapons without penalty, and have a base speed of 2x Dexterity.
  Tiny Size – Tiny Dolls have the following size modifiers: +2 AC, +2 Attack, +8 Hide, –8 Grapple. They can only use Tiny weapons without penalty, and have a base land speed equal to Dexterity.
  Diminutive Size – Diminutive Dolls have the following size modifiers: +4 AC, +4 Attack, +12 Hide, –12 Grapple. They can only use Diminutive weapons without penalty, and have a base speed which is half of Dexterity (rounded to the nearest 5ft, as usual).
- +1 Flight – Doll Youkai have a base fly speed of 20ft. a turn (perfect)
- No Regeneration – Since they are unable to heal normally, Doll Youkai do not have Youkai Regeneration or the Severe Vulnerability associated with it.
- Construct Traits (see below) – Doll Youkai are animated Constructs with the following traits:
  Special Defense II: Aging, Hunger, Oxygen – Constructs do not age, eat, or breathe (covered by immunities)
  No Constitution. – A Construct has no Constitution score. It automatically succeeds on Fortitude saves. Charisma replaces Constitution in all related checks (click here to see how this affects dynamic spellcasting and psionics).
  Construct Immunity – Constructs are immune to poison, sleep, paralysis, stun, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, and energy drain.
  Cannot heal – Constructs cannot heal damage normally, but they can be repaired. A Construct reduced to 0 HP breaks.
- No Food Distraction – Dolls do not need to eat, so they are not easily distracted by a favorite food, but another favorite thing can be just as distracting. The price of the Easily Distracted defect is not included in the total cost.
- Achilles Heel: Positive Energy – Doll Youkai take double damage from Positive Energy attacks. See the entry in the common youkai traits section.
- Height Defect (Minor) – Small Dolls take a –2 penalty on all Intimidation checks. The penalty increases to –4 for Tiny Dolls, –8 for Diminutive Dolls.
- Minimum Strength – Dolls have minimum Strength score of 1. Size penalties that would take them below a 1 result in a 1 instead. The penalty applies to total Strength, affecting all other bonuses.
- Level Adjustment – Tiny and Diminutive Dolls have a Level Adjustment of +1. A 1st level Tiny or Diminutive Doll character is effectively a 2nd level character.
- Favored class: None – A Doll is built to be one specific character class (usually Adventurer or Giant Robot). It takes XP penalties for multiclassing.

Total cost: **7 Character Points (small), 0 Character Points (tiny), 8 Character Points (diminutive)**

FISH YOUKAI

Unlike other youkai, Fish Youkai are benevolent by nature. They are spirits of good fortune, and may be associated with dragons or celestials. Though water may be the death element (in the casting system, anyways), these aquatic youkai bring life and abundance with them.

Energy Reversal – Because of their nature, Fish Youkai are typically Good aligned, and they do not suffer from a weakness to Positive Energy. Instead, they are adversely affected by Negative Energy.

FISH YOUKAI TRAITS

- –2 Constitution, –2 Strength – Fish youkai are weaker and more fragile than similar youkai
- +2 Wisdom. – On average, fish youkai are wiser than other youkai, possessing better foresight and intuition.
- Medium
- Fish youkai have a base land speed of 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +4 Alternate Form: Partial Powered (su) – Once per day, a fish youkai may take the form of a medium–sized fish, such as a shark, eel, giant catfish, or enormous oarfish. Another aquatic creature, like a squid or an octopus, might also be possible.
- +1 Flight – Fish youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Due to their auspicious nature, fish youkai have Regeneration 1/Negative Energy, meaning it is overcome by damage from Negative Energy attacks (such as inflict spells and darkness attacks). This is otherwise identical to the entry in the common youkai traits section.
- Magical Beast Type – youkai are treated as Magical Beasts for spell effects.
- Achilles Heel: Negative Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Negative Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **0 Character Points**

Giant Carp Form – counts as 4 Ranks of Alternate Form (Partial Powered)

Medium Magical Beast (Aquatic, Youkai)
HD: *3d8+3 (16 hp)*
Initiative: *+2*
Speed:*Swim 60 ft.*
AC:*2 (+2 Dexterity)*
Armor:*+0*
BA: *+0*
Attacks: *Bite +4 melee (1d4+1), slam +0 melee (1d6 +2)*
Full attack: *Bite +4 melee (1d4+1), slam +0 melee (1d6 +2)*
Space/Reach:*5ft./5ft.*
Special Attacks:*–;–*
Qualities:*Blindsense*
F/R/W:*+4/+5/+2*
Abilities:*Strength 13, Dexterity 15, Constitution 13, Intelligence 1, Wisdom 12, Charisma 2*
Attributes:*Adaptation: Aquatic, +2 Damn Healthy!, +2 Heightened Awareness, +1 Heightened Senses II (Blindsense), +1 Natural Weapon (Bite), +2 Water Speed*
Skills:*Listen +6, Spot +6, Swim +9*
Combat skills: *Unarmed Attack: Bite +4*
Feats:*Dodge*
Defects:*Confined Movement (Water), Fish Youkai Defects*

FOX YOUKAI (KITSUNE)

Each fox youkai has a vestigial pair of pointed fox ears, usually emerging from a hairstyle, and a functional tail (though it doesn't seem to do anything except look cute). An elder fox youkai has more than one tail, but otherwise appears young.

FOX YOUKAI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- +2 Intelligence., +2 Charisma. – Fox youkai are fast talkers and fast thinkers.
- Medium
- Fox youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +4 Alternate Form: Partial Powered (su) – Once per day, a youkai may take the form of a red fox.
- +1 Flight – Fox youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Fox youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- Fox ears and tail – All fox youkai have a secondary set of ears, resembling a fox's, and a bushy tail. Older characters may have more than one tail. Having extra tails counts as 1 rank of Features, and provides a +1 circumstantial bonus to all Charisma related checks except Use Magic Device.
- Magical Beast Type – Fox youkai are treated as Magical Beasts for spell effects.
- +4 Escape Artist – Fox youkai are unusually flexible, able to slip out of ropes, chains, and traps easily.
- +2 Bluff and Intimidate – Compared to other races, fox youkai are naturally persuasive.
- Bluff and Escape Artist as class skills – Even among other youkai, fox youkai are known for trickery.
- Magical Beast Type – Fox youkai are treated as Magical Beasts for spell effects.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Fox Form – counts as 4 Ranks of Alternate Form (Partial Powered)

Small Magical Beast (Youkai)
HD: *1d8+2 (6)*
Initiative:*+3*
Speed:*35 ft.*
AC:*3 (+2 Dexterity, +1 Size)*
Armor:*0*
BA: *+0*
Attack: *Bite +2 melee (1d4+Strength)*
Full Attack: *Bite +2 melee (1d4+Strength)*
Space/Reach:*5 ft./5 ft.*
Special Attacks:*–;–*
Qualities: *Scent*
F/R/W:*+4/+5/+1*
Abilities: *Strength 13, Dexterity 17, Constitution 15, Intelligence 2, Wisdom 12, Charisma 6*
Attributes:*+1 Heightened Senses I (Low–Light Vision), +1 Natural Weapon: Bite*
Skills: *Jump +7, Hide +7, Listen +5, Spot +5, Survival +1 (+5 by scent)*
Combat skills: *Unarmed Attack: Bite +2*
Feats: *Great Fortitude, Lightning Reflexes*

HUMAN YOUKAI

Human youkai were once ordinary humans, who achieved youkai status from long-term exposure to magic, extended stays in planes like Makai or the Netherworld, by surviving a life of consistent vices for a century or more, or other unknown

means. These youkai are evil by nature, but not always by choice, and there are many youkai who have managed to redeem themselves. But even the kindest, most well-intentioned youkai who loves Gensokyo with all her heart is going to feel immense pain if she comes into contact with a handful of Shinto lucky charms.
Because they are adversely affected by sacred energy, some youkai believe their existence is punishment for a life wasted on laziness and excess. A form of really awesome punishment that lets you fly and stay young forever and eat all the stupid jerks you don't like, all because you spent your life partying every night and played around with black magic instead of going to work.

Human youkai appearances reflect their former selves, with aspects like hair and eye color being dramatically different. Some may develop features like sharp teeth, pointed ears, or incredibly long fingernails.

HUMAN YOUKAI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Medium
- Human youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +1 Flight – Human youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Human youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- +4 Skill Points at 1st level, +1 Skill Points each level – Human Youkai are as skillful as the humans they resemble, but they do not share the heroism or talent for spell cards with Gensokyo's humans.
- Bonus feat at 1st level – Human Youkai have diverse talents.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **3 Character Points**

MAGICIAN YOUKAI

There are some youkai who share a deep connection to Gensokyo's magic, whether they understand it or not. Not all of them become sorcerers or other magical classes, yet they all understand magic without any formal training, almost as though they can communicate with the spells themselves. These are the magician youkai- spirits who embody the power of the words that change reality.

Magician youkai are difficult to tell apart from humanlike youkai in appearance. Differences are subtle, apparent in the way they move, or in the way some magician youkai never stop smiling. Most people can recognize a magician youkai when they see one, even if they can't explain what they're looking at.

MAGICIAN YOUKAI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- –2 Strength, +2 Intelligence., +2 Charisma. – Magicians are clever and have a talent for rhetoric, but can't gain weight or muscle mass as easily as other races. Maybe that's why they don't go outside very often.
- Medium
- Magician youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +1 Flight – Magician youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Magician youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- Supernatural Talent – d4 Energy Die at 1st level, improves with Dynamic Sorcery – Magicians have a natural affinity for magic which distinguishes them from other species. They are also more energetic, sometimes being "on edge" to the point of impulsivity. At Dynamic Sorcery rank 10, the die does not improve.
- Power Usage: Spellcraft as class skill – Magicians are predisposed to understanding spells, even if they don't take magic classes. (Spellcraft is the same as Power Usage: Magic or Power Usage: Dynamic Sorcery.)
- Cantrips – A Magician selects up to 3 of the following cantrips as racial spells (Caster level = HD; spell save DC is 10 + Charisma): Arcane Mark, Detect Magic, Light, Mage Hand, Prestidigitation, Read Magic. These spells cost 1 EP to cast and do not require drain or control checks.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Dynamic Sorcerer – Magicians can only take Dynamic Sorcerer as a favored class.

Total cost: **4 Character Points**

PLANT YOUKAI

Plant Youkai are the spirits of ordinary plants given intelligence and human form. They often have green or reddish-brown hair, or wear clothing with flowers and leaves representing their plant nature.

Inanimate Plant Forms – Some plant youkai may be able to take the form of an inanimate plant (or fungus, in the case of mushroom youkai), useful for hiding in thick vegetation or wooded areas. This is worth 1 rank of Partial Powered Alternate Form (2 ranks for a Huge or Diminutive plant). The DC to Spot an inanimate plant is 20 + its size modifier to Hide checks (+4 for each size category smaller than Medium, –4 for each category larger than Medium).

Youkai Cherry Trees – Some plant youkai may possess alternate forms of mobile plants, especially if they are trees. For a tree form (like the infamous Saigyou Ayakashi), use the Treant from the Monster Manual (worth 110 build points, or 11 ranks of Partial Powered Alternate Form). A Youkai Cherry Tree loses its Animate Trees ability, and gains Sakura Storm as a Spell-Like ability (cost: 4 EP; caster level: 12; DC 19, based on Wisdom).

Weakness to Fire – Sunlight is beneficial to most plant youkai, so they are not as adversely affected by Positive Energy as other youkai subraces. Fire damage takes the place of Positive Energy damage in their list of weaknesses.

PLANT YOUKAI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- +4 Constitution – They might seem like delicate flowers, but plant youkai are as tough as hardwood and as stubborn as weeds.
- Medium
- Plant youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +1 Flight – Plant youkai have a base fly speed of 20ft. a turn (perfect)
- +2 Regeneration – Plant youkai have Regeneration 2/Fire, but only while exposed to natural daylight. Treat this is 2 ranks of Regeneration linked to a Severe Restriction (only in daylight). Fire damage disables this attribute, just as Positive Energy disables youkai regeneration.
- Plant Traits (see below) – Plant youkai are treated as Plants for determining spell effects, and have the following racial traits:
  Immunity: Poison , Sleep, Paralysis, and Stun
  Plant youkai are not subject to critical hits or subdual damage
- Achilles Heel: Fire – See the entry in the common youkai traits section.
- Severe Vulnerability: Fire – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **5 Character Points**

Yuuka Kazami is an amputee with an umbrella sticking out of her back.

RABBIT YOUKAI

Every Rabbit Youkai has a pair of rabbit ears emerging from the top of the head, a fist sized white rabbit's tail at the back waist, and reflective pink eyes. Otherwise they look human.

Rabbit Form – counts as 4 Ranks of Alternate Form (Partial Powered)

Tiny Magical Beast (Youkai)
HD: *½ d8*
Initiative:*+2*
Speed:*30 ft.*
AC: *4 (+2 Dexterity, +2 Size)*
Armor: *0*
BA: *+0*
Attacks: *Bite +4 melee (1d3+Strength)*
Full Attack: *Bite +4 melee (1d3+Strength)*
Space/Reach: *2½ ft./0 ft.*
Special Attacks: *–;–*
Qualities: *Climb and Jump based on Dexterity, low–light vision, scent*
F/R/W: *+2/+4/+1*
Abilities: *Strength 2, Dexterity 14, Constitution 10, Intelligence 2, Wisdom 12, Charisma 6*
Attributes: *+1 Natural Weapon: Bite*
Skills: *Balance +10, Climb +6, Hide +16, Jump +12, Listen +4, Move Silently +8, Spot +3*
Combat skills: *Unarmed Attack: Bite +4*
Feats: *Great Fortitude, Lightning Reflexes*
Defects: *Youkai defects*

RABBIT YOUKAI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- +2 Dexterity, –2 Constitution. – Rabbit youkai are speedy and energetic, but frail.
- Medium
- Rabbit youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +4 Alternate Form: Partial Powered (su) – Once per day, a rabbit youkai may take the form of a cute little bunny.
- +1 Flight – Rabbit youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Rabbit youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- +1 Divine Relationship – Once per session, a Rabbit Youkai can reroll any die.
- +2 Listen and Spot –Rabbit Youkai have good vision and hearing.
- Magical Beast Type: Rabbit Youkai are treated as Magical Beasts for spell effects.
- Rabbit ears – These don't count as a rank of Features unless they serve some kind of purpose.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **4 Character Points**

TSUKUMOGAMI

Tsukumogami are a type of Japanese spirit which originate from items or artifacts that have reached their 100th birthday, and have thus become alive and aware. Any object of this age, from swords to toys, can become a tsukumogami. These creatures are considered spirits and supernatural beings, as opposed to enchanted items. Most Tsukumogami characters carry the item which they originated from. This is usually a Minor or Mundane item, and it cannot be lost, broken, or destroyed.

(Note: Doll youkai could be considered tsukumogami, but this entry covers medium sized creatures based on all kinds of objects, and includes suggestions for related attributes that doll youkai would not necessarily have.)

TSUKUMOGAMI TRAITS

- –2 Wisdom – All youkai tend to be selfish and not very observant.
- Medium
- Tsukumogami base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +1 Flight – Tsukumogami have a base fly speed of 20ft. a turn (perfect)
- No Regeneration – Since they are unable to heal normally, Tsukumogami do not have Youkai Regeneration or the Severe Vulnerability associated with it.
- +1 Feature: Item of Origin – A Tsukumogami carries the item which it originated from. This is usually a Minor or Mundane item. It cannot be lost, broken, or destroyed, and the character is assumed to have it with them at all times. If the item is a weapon, or is listed in the Equipment section, treat this as a rank of Personal Gear (with a reduction that limits the attribtue to just one item; the CP cost lowers to 1). If the item offers a significant advantage (for example, if it is a magic weapon), then it counts as an Item of Power (cost: 5 pts/rank). Note that if this brings the racial cost to 10 CP or more, this affects the character's Effective Character Level (the ECL is equal to the CP cost, divided by 10, rounded down).
- Construct Traits (see below) – Tsukumogami are animated Constructs with the following traits:
  Special Defense II: Aging, Hunger, Oxygen – Constructs do not age, eat, or breathe (covered by immunities)
  No Constitution. – A Construct has no Constitution score. It automatically succeeds on Fortitude saves. Charisma replaces Constitution in all related checks (click here to see how this affects dynamic spellcasting and psionics).
  Construct Immunity – Constructs are immune to poison, sleep, paralysis, stun, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, and energy drain.
  Cannot heal – Constructs cannot heal damage normally, but they can be repaired. A Construct reduced to 0 HP breaks.
- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- No Food Distraction – Tsukumogami do not need to eat, so they are not easily distracted by a favorite food, but another favorite thing can be just as distracting. The price of the Easily Distracted defect is not included in the total cost.
- Favored Class: Any

Total cost: **5 Character Points**

TABLE 1-3: SUGGESTED TSUKUMOGAMI TYPES

Name	Item	Attributes
Bakezori	sandals	Special Movement: light–footed (1 CP)
Karakasa	umbrella	+1 Env. Control: Rain (1 CP)
Chochinobake	lantern	+1 Env. Control: Light (1 CP)
Biwa–bokuboku	biwa	+1 Art of Distraction (1 CP)
Furu–utsubo	old jars	+1 Feature: 2x carry capacity (1 CP)
Shirouneri	cloth or netting	+1 Adaptation: Cold (1 CP)
Jotai	folding screens	+1 Pocket Dimension (portable; 3 CP)
Morinji	teakettle	+1 Env. Control: Fog (1 CP)
Ungaikyo	mirror	+1 Projection (1 CP)
Kyourinrin	scroll	+1 Magic (1 DC20 spell; 2 CP)
Zorigami	clock	+1 Feature: Always know the time (1 CP)
Ichiren	prayer beads	+1 Exorcism (1 CP)

VERMIN YOUKAI:

Every Vermin Youkai has a short pair of antennae growing from the top of the head. These are responsible for Blindsense. Vermin Youkai who were once specific bugs may have other features, such as stag beetle horns or spider fangs (these count as natural weapons, costing an additional CP).

Giant Cockroach Form – counts as 4 Ranks of Alternate Form (Partial Powered)

Small Vermin (Youkai)
HD: *1d8+2 (4)*
Initiative: *+0*
Speed: *2x Dexterity, fly 20 ft.*
AC: *1 (+1 Size)*
Armor: *4 (+4 Natural)*
BA: *+0*
Attacks: *Bite +2 melee (2d4+Strength)*
Full Attack: *Bite +2 melee (2d4+Strength)*
Space/Reach: *5 ft./5 ft.*
Special Attacks: *—*
Qualities: *Blindsense 60 ft, Darkvision 60 ft.*
F/R/W: *+2/+0/+0*
Abilities: *Strength 10, Dexterity 11, Constitution 11, Intelligence 3, Wisdom 10, Charisma 2*
Attributes: *+2 Heightened Senses II (Darkvision, Blindsense), +1 Natural Weapon: Bite, +1 Armor*
Skills: *Jump +7 Hide +7 Listen +5 Spot*

VERMIN YOUKAI TRAITS

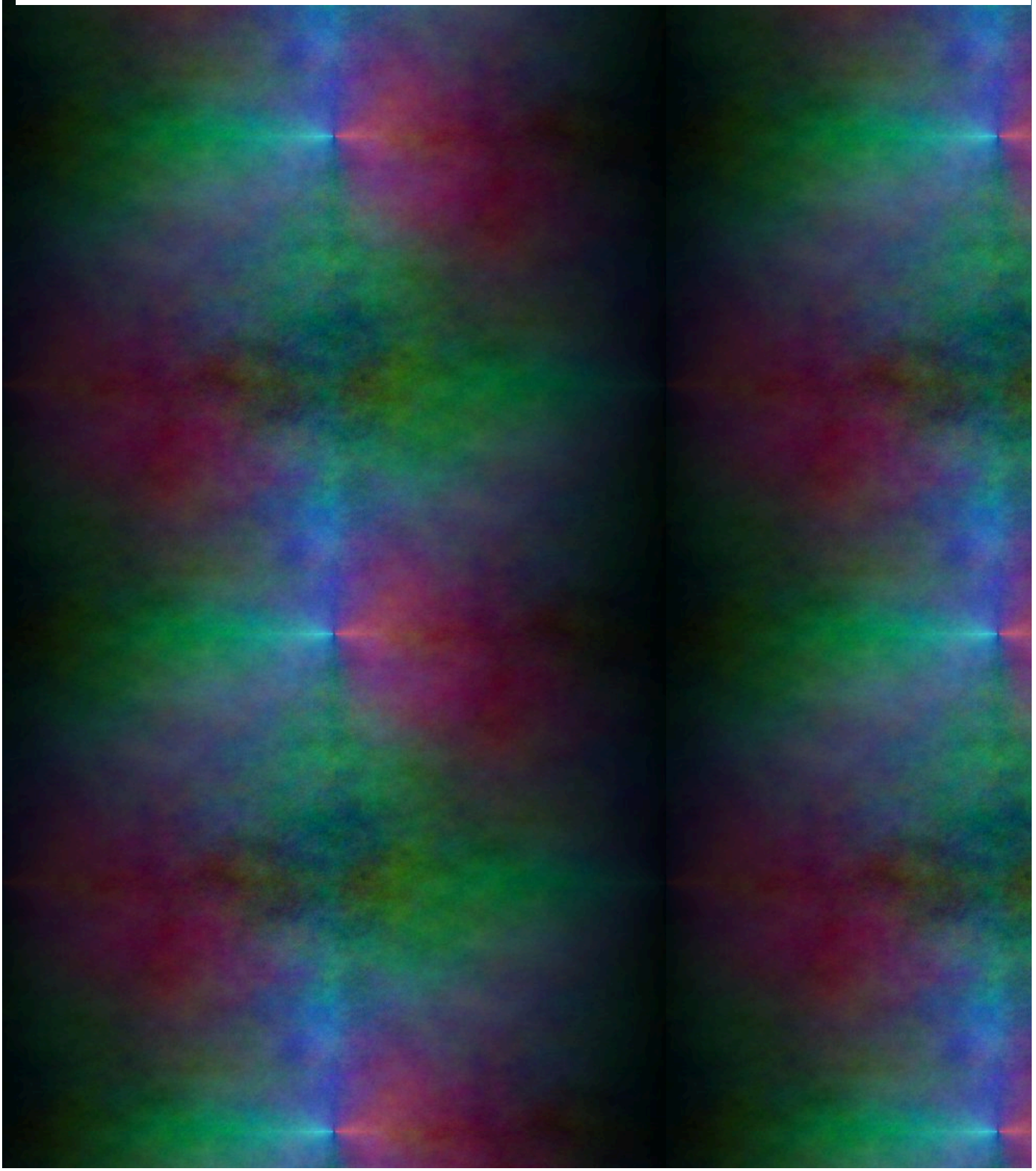
- –2 Wisdom – All youkai tend to be selfish and not very observant.
- +2 Constitution., –2 Charisma. – Vermin youkai are tough creatures, but also repulsive and shy.
- Medium
- Vermin youkai base land speed is 3 x Dexterity.
- Special Defense I: Aging – Youkai age far more slowly than human beings.
- +1 Armor – Vermin youkai have a dense exoskeleton just underneath the skin, gaining 2 points of natural armor. This only applies to youkai with bug forms (a rat youkai, for example, receives 2 Bonus Points instead).
- +4 Alternate Form: Partial Powered (su) – Once per day, a vermin youkai may take the form of a giant bug (any Vermin with a CR of 1 or less; see Monster Manual 3.5, p284 for stats).
- +1 Flight – Vermin youkai have a base fly speed of 20ft. a turn (perfect)
- +1 Regeneration – Vermin youkai have Regeneration 1/Positive Energy. See the entry in the common youkai traits section.
- Heightened Senses II: Blindsense 30 ft. – Vermin Youkai rely on air tremors around their antennae to sense things within a 30 foot radius.
- Pair of Antennae – A vermin youkai's antennae are responsible for Blindsense, already covered by Heightened Senses II. A vermin youkai character starting without these antennae gains 2 Bonus Points instead of this attribute.
- Vermin Type – Vermin youkai are treated as Vermin for spell effects.

+5, Survival +1 (+5 by scent)
Combat skills: *Unarmed Attack: Bite +2*
Feats: *—*
Defects: *Youkai defects*

- Achilles Heel: Positive Energy – See the entry in the common youkai traits section.
- Reduction (Armor): Natural armor's effectiveness is cut in half, providing 2 points of armor instead of 4.
- Mild Vulnerability: Called shots to the antennae – A vermin youkai loses its Blindsense ability if a called shot to the antennae successfully deals 4 or more damage. Blindsense is not restored until the Youkai is healed, or a successful Medical check (DC 14) is made (completion time: 1 hour).
- Severe Vulnerability: Positive Energy – Linked to Regeneration. See the entry in the common youkai traits section.
- Easily Distracted 1: Food – All youkai are similarly distracted by their favorite food. See the entry in the common youkai traits section.
- Favored Class: Any

Total cost: **4 Character Points**

Variant: Mouse Youkai – Mouse youkai lose the Armor attribute and gain +1 Speed instead (base land speed becomes 90ft. a round). They also lose Blindsense and the antennae, but gain +2 Heightened Awareness. The racial cost does not change.
For the Mouse form statistics, use the stats for the Rat (Monster Manual 3.5, p.278).



The Wayback Machine - https://web.archive.org/web/20160704212846/http://gensod20.alotspace.com:80/classes01.htm

Touhou Project - Gensokyo d20

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STUDENT

That's it. We are all going to die.

The Student is an original Anime d20 class with a lot of knowledge skills and very little else. Her lack of skills can be frustrating when combined with the usual d20 limits on skill ranks, mostly because cross-class skills have their limits cut in half. This has led to some curious choices by the designers of this class, which make no sense when you impose limits on skill ranks (and I do). For example, the Student gains ranks of Animal Friendship from her levels, but she does not have Handle Animal as a class skill. Dexterity is supposedly important, but she has no Dexterity related class skills and just one Dexterity related attribute (1 rank of Special Movement at 10th level).

So it is time to make the Student useful again. With Ranged Defense, Unarmed Defense, and Tumble as class skills, she can duck and dodge with ease. New skills equip her with the means to sneak out of a weird teacher's class, cheat on exams, and when that doesn't work, she can forge better grades. She also has the social skills to make her romantic rivals do what she wants. And finally, a variety of afterschool clubs and hobbies translate into useful skills all around.

In a standard d20 setting, skill ranks represent some kind of special training which is beyond what average people are capable of, and this is true for every other player class. For Students, ordinary skills become extraordinary when applied to the fantastic conditions of an adventure, making every class skill a potential Chekhov's Hobby (Example: "I always had to take care of the class hamster in school, so taming the rampaging giant hamster youkai was easy. Look, I even taught it to shoot laser beams!")

New class skills:

- **Balance** – A skill acquired from P.E. or afterschool gynastics.
- **Bluff** – Whether they are faking illness, pretending to care about school, pretending not to care, or just pretending to stay awake in class, Students are often experienced in the art of telling lies.
- **Disguise** – One word: Cosplay.
- **Forgery** – Students are not only capable of forging their parents' signatures, the skills needed to cheat on exams can be put to use obtaining and copying other information.
- **Gather Information** – If Students are supposed to find all kinds of strange company, chatting up total strangers is the most direct route.
- **Handle Animal** – Because someone has to take care of the class pet.
- **Hide** – Hiding is one way to avoid the schoolyard bully.
- **Jump** – Another gymnist ability, but may also represent skill at basketball or track & field.
- **Knowledge: Arcane** – It's Gensokyo. If a black magician can be ordinary, then they probably teach basic magical theory in school. The average Student knows enough to make spell cards or join the Danmaku Club.
- **Listen** – Contrary to popular belief, Students are good listeners. They're good at listening to their friends whisper in the back of class while the teacher is still talking.
- **Move Silently** – Students have great skill sneaking into or out of class unnoticed.
- **Seduction** – No point in having romantic rivals if you can't give them reasons to compete.
- **Sleight of Hand** – No cheater is complete without the ability to conceal small objects while under constant observation. Furtive glances at cleverly palmed mirrors and hidden test answers are covered by this class skill.
- **Spot** – An all-important cheating skill is the ability to spot the smart kid's test answers all the way from the back of the class.
- **Tumble** – Another gymnastic skill. It can come in handy.
- **Use Magic Device** – Another Gensokyo related skill. Wand use and scroll reading are prevalent enough to be taught in school.

Combat skills:

- **Ranged Defense and Unarmed Defense** –Students do not receive serious hand-to-hand combat training in class. However, school activities like dodgeball and martial arts exercises can develop good defensive skills.

DYNAMIC PSION (YAMABUSHI)

It is said there are two possible approaches to magic: the path of the Magician, which seeks to control supernatural forces through the art of similarity and contagion, and the path of the Shaman (or Miko), who channels the supernatural power of gods and spirits. The Dynamic Psion takes the little known third path, finding magical power within ki energy and personal enlightenment. True power, says the Psion, comes from unveiling the hidden inner forces of life, and no spell or prayer can ever release that much potential.

Dynamic Psions are sometimes called Yamabushi, a term for mystical hermits who live in remote mountains. In Gensokyo, the Yamabushi are almost always female.

CHARACTERISTICS

At first, Dynamic Psions may appear to be Dynamic Sorcerers or priests, even mystical Martial Artists. Their abilities soon prove otherwise, as they are the only known masters of psionics. Each Dynamic Psion has some affinity with an elemental source, which is related to the Psion's personality. By mastering this part of themselves, they soon manifest psionic powers.

Dynamic Psions gain their mystic powers from personal insight and discovery. Some realize their powers on their own, usually by living as hermits to free themselves from orthodox thought. They sometimes train others in the mystic arts, but few have the dedication or willpower to master psionics as they have. A Dynamic Psion may also be someone who is not fully aware of his unique powers. He exploits a natural psionic talent without giving it much thought. This is often the case with Lunarians and other naturally psionic races.

HIT DICE AND ABILITY SCORES

The Dynamic Psion uses d6 hit dice.

Intelligence is the most important ability for the Dynamic Psion. The save DC for the Psion's powers is equal to 6 + the power's manifesting DC/5 + the power's number of spell slots + the Psion's Int. modifier. Constitution is the next most important ability for the Psion, since it improves Fort. saves to resist psionic Drain, allowing the Psion to manifest stronger powers. Wisdom is also helpful, since it aids the Psion in telepathic combat.

CLASS SKILLS AND SKILL POINTS

The Dynamic Psion's class skills are: Autohypnosis, Balance, Bluff, Climb, Concentration, Diplomacy, Intimidate, Jump, Knowledge (any), Power Usage, Profession, Read Lips, Survival, Swim, Speak Languages, Tumble, Use Magic Device, Special Ranged Attack, Unarmed Attack, and Unarmed Defense. The Psion also gains two additional class skills from Elemental Mastery at 1st level.

Skill points per level: 2+Int

TABLE 2-1: THE DYNAMIC PSION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	+1 Dynamic Psionics, Elemental Mastery
2	+1	+3	+0	+0	+1 Telepathy
3	+1	+3	+1	+1	+1 Dynamic Psionics
4	+2	+4	+1	+1	+1 Flight, +1 Elemental Telekinesis
5	+2	+4	+1	+1	+1 Dynamic Psionics
6	+3	+5	+2	+2	+1 Telepathy
7	+3	+5	+2	+2	+1 Dynamic Psionics
8	+4	+6	+2	+2	+1 Energy Bonus, +1 Elemental Telekinesis
9	+4	+6	+3	+3	+1 Dynamic Psionics
10	+5	+7	+3	+3	+1 Telepathy
11	+5	+7	+3	+3	+1 Dynamic Psionics
12	+6/+1	+8	+4	+4	+1 Elemental Telekinesis
13	+6/+1	+8	+4	+4	+1 Dynamic Psionics
14	+7/+2	+9	+4	+4	+1 Energy Bonus
15	+7/+2	+9	+5	+5	+1 Dynamic Psionics
16	+8/+3	+10	+5	+5	+1 Elemental Telekinesis
17	+8/+3	+10	+5	+5	+1 Dynamic Psionics
18	+9/+4	+11	+6	+6	+1 Energy Bonus
19	+9/+4	+11	+6	+6	+1 Dynamic Psionics
20	+10/+5	+12	+6	+6	+2 Elemental Telekinesis

TABLE 2-2: POWER SAVE DC BY POWER LEVEL

Level	Casting DC	Spell Save DC
1	20	11 + Int.
2	25	12 + Int.
3	30	13 + Int.
4	34	14 + Int.
5	38	15 + Int.
6	42	16 + Int.
7	45	18 + Int.
8	48	18 + Int.
9	51	20 + Int.

CLASS FEATURES

Manifesting – Manifesting a psionic power is just the term for casting a spell (called a power) with psionics. To manifest a power, the Psion makes a Drain check against the power's Manifesting DC, using her total Fort. save. A Psion adds twice her ranks of Dynamic Psionics to this save, plus any additional bonuses from the use of foci and investments. Manifesting a spell requires an attack action. The Psion's manifester level is equal to twice her ranks in Dynamic Psionics (not her class level).

Augmentation – Some psionic powers can be augmented, meaning that the Psion can increase their effectiveness by spending more energy. Each time a power is augmented, its manifesting DC increases by the number indicated in the power's description. A power can be augmented any number of times, as long as it is less than or equal to the Psion's manifester level. Exceptional circumstances may allow a Psion to break this limit, but the consequences can be lethal.

Power Save DC: The save DC for the Psion's powers is equal to 6 + the power's manifesting DC/5 + the powers's number of spell slots + the Psion's Intelligence modifier. (It's roughly the same as 10 + Power Lvl. + Int, but investments that alter the DC can change the total.)

Elemental Telekinesis– Telekinesis which affects objects of your mastered element, selected from the list below. See the Telekinesis entry in the Attributes section of the SRD.

Elemental Mastery– Upon reaching the first level, select one of the following elements to master: Air, Earth, Fire, Metal, Water, or Wood. Each element has an associated discipline and benefits. You also gain class skills based on your element.

Void (Atmokinesis)

Void borders all elements, creating the forms which define and separate them, without having a form of its own. It is the invisible boundary between the land and the sky, existing where night meets day, and where Gensokyo borders the rest the outside world. By mastering void, you can become free from the limitations of distance and physical space, able to strike your enemies from all sides at once.

Void Psions use their Elemental Telekinesis to control vacuum, which has the same effect as air manipulation. (A more powerful attack using vacuum energy can be done with the Special Attack Attribute.)

Benefit: Manifest Psychoportation powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects air and other gasses only.

Class skills: Controlled Breathing, Move Silently

Earth (Geokinesis)

Earth is the element of stability, clarity, and truth. By mastering earth, you can see the true nature of your enemy and topple the foundations of his power.

Benefit: Manifest Telepathic powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects earth and stone objects only.

Class skills: Poisons, Search

Fire (Pyrokinesis)

Fire is the element of change and creation. By mastering fire, you can create substance with a thought and alter any situation as you see fit.

Benefit: Manifest Metacreative powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects fire only.

Class skills: Craft, Sleight of Hand

Metal (Metallokinesis)

Metal is the element of intuition and foresight. By mastering metal, you can cut down your foes before they can make plans against you.

Benefit: Manifest Clairsentient powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects metal objects only.

Class skills: Gather Information, Sense Motive

Wood (Dendrokinesis)

Wood is the element of endurance. By mastering wood, you can train your body and mind to withstand immense punishment.

Benefit: Manifest Psychometabolic powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects wood objects only.

Class skills: Powerlifting, Spot

Water (Hydrokinesis)

Water is the element of spontaneity and flexibility. By mastering water, you can deluge foes with focused energy attacks using the right energy for the right situation.

Benefit: Manifest Psychokinetic powers at a +1 Manifester Level, and gain a +2 bonus to your Fort. save to resist Drain and Control manifesting those powers. Your Elemental Telekinesis affects water and ice objects only.

Class skills: Escape Artist, Listen

MIKO (SHRINE MAIDEN)

The world of Gensokyo is a maelstrom of supernatural forces at work, its every aspect of existence controlled by millions of gods and spirits. Most of its inhabitants are unaware of how deeply life depends on the influence of supernatural beings. These people require a negotiator, someone who can communicate with the world of the living and the world of spirits, to ensure a harmonious existence. This is the role of the Miko, otherwise known as a shrine maiden.

CHARACTERISTICS

Miko is a spellcasting class whose power comes from gods and spirits (called Kami). She is sometimes treated as a miracle worker or a minor god in her own right. Like a Cleric or other divine spellcaster in D&D she carries the requests of humans to the gods and brings the power of gods to humans. But unlike a Cleric, she is not acting on the behalf of any particular god's agenda, nor are the gods working through her. Instead, she works through the power of her own words, so with the right combination of prayers and chanting she becomes a home for the gods.

Jinja– A Miko always has a shrine, called a jinja, where she lives and works. The shrine is home to the Miko's mentor god, with whom she develops a special relationship. As her powers increase, so do her god's, sometimes represented by bonuses to the Place of Power attribute. While the Miko normally has to learn spells from sutras, just as the Dynamic Sorcerer must learn all her spells from arcane study, this god may also teach the Miko spells of its specialty. This is represented by Miko's Divine Domain attribute. She can have more than one mentor (a shrine can house many gods at once), and may acquire extra domains for 2 CP apiece.

HIT DICE AND ABILITY SCORES

The Miko uses d4 hit dice.

Wisdom is the most important ability for the Miko. The save DC for the Miko's spells is equal to 6 + the spell's casting DC/5 + the spell's number of spell slots + the Miko's Wis. modifier. Constitution is also important, since it improves Fort. saves to resist Drain, allowing the Miko to cast stronger spells.

SKILLS AND SPELLS PER LEVEL

A Miko's class skills are Concentration, Craft, Diplomacy, Gather Information, Knowledge: Arcane, Knowledge: Nature, Knowledge: Cultural Arts, Knowledge: Religion, Knowledge: Social Sciences, Medical, Perform, Power Usage, Profession, Sense Motive, Speak Language, Unarmed Attack, and Special Ranged Attack.

Skill points per level: 4+Int

Spell slots: 4/level

CLASS FEATURES

Energy Points – Each level, a Miko's Energy Point total increases by 1d2 + her Wisdom modifier.

Spellcasting – To cast a spell, the Miko makes a Drain check against the spell's Casting DC, using her total Fort. save. A Miko adds her Base Casting Bonus to this save, plus any additional bonuses from the use of foci and investments. Casting a spell requires an attack action. Her caster level is equal to her Miko level.
A Miko does not need to make a Drain check against spells less than or equal to half her Miko level, rounded up. She simply pays the base EP cost to successfully cast the spell. See here for the complete details of the casting system.

Spell Save DC: The save DC for the Miko's spells is equal to 6 + the spell's casting DC/5 + the spell's number of spell slots + the Miko's Wis. modifier. (It's roughly the same as 10 + Spell Lvl. + Wis, but investments that alter the DC can change the total.)

Spell slots – A Miko gains 4 spell slots per level, which start out empty. She must learn all her spells, just like a Dynamic Sorcerer.

Kami nature – At 1st level, and each new level after that, the Miko automatically has a chance to learn 2 new Divine spells of her choice, as part of her growing relationship with the kami. Some circumstances may not permit a 24 hour learining period, and if so, the check can be made at an appropriate time.
A spell gained this way can be acquired instantly (no knowledge check is needed), but only if the spell level is less than or equal to half the Miko's class level (rounded up), and only if the Miko has enough spell slots to afford it.

TABLE 2-3: THE MIKO

Level	Base Attack	Base Casting Bonus	Fort.	Ref.	Will	Special
1	+0	+1	+0	+0	+2	Divine domain, sudden action, bonus metamagic
2	+1	+2	+0	+0	+3	+1 Energy Bonus
3	+1	+3	+1	+1	+3	+1 Exorcism
4	+2	+4	+1	+1	+4	+1 Flight
5	+2	+5	+1	+1	+4	+1 Energy Bonus, +1 Place of Power
6	+3	+6	+2	+2	+5	+1 Exorcism
7	+3	+7	+2	+2	+5	+1 Flight
8	+4	+8	+2	+2	+6	+1 Spirit Ward
9	+4	+9	+3	+3	+6	+1 Exorcism
10	+5	+10	+3	+3	+7	+2 Healing
11	+5	+11	+3	+3	+7	+2 Spirit Ward
12	+6/+1	+12	+4	+4	+8	+1 Exorcism
13	+6/+1	+13	+4	+4	+8	+1 Flight, +1 Spirit Ward
14	+7/+2	+14	+4	+4	+9	+2 Place of Power
15	+7/+2	+15	+5	+5	+9	+1 Exorcism
16	+8/+3	+16	+5	+5	+10	+2 CP
17	+8/+3	+17	+5	+5	+10	+2 Place of Power
18	+9/+4	+18	+6	+6	+11	+1 Exorcism
19	+9/+4	+19	+6	+6	+11	+2 Spirit Ward
20	+10/+5	+20	+6	+6	+12	+2 Place of Power

TABLE 2-4: SPELLSAVE DC BY SPELL LEVEL

Level	Casting DC	Spell Save DC
0	15	10 + Wis.
1	20	11 + Wis.
2	25	12 + Wis.
3	30	13 + Wis.
4	34	14 + Wis.
5	38	15 + Wis.
6	42	16 + Wis.
7	45	18 + Wis.
8	48	18 + Wis.
9	51	20 + Wis.

Learning Miko spells – To learn a spell, the Miko has to make a successful Knowledge: Religion check against the spell's base DC, adding a +10 bonus to the result. It takes a total of 24 hours of study for each attempt. If she fails, she can try again with a cumulative +2 circumstantial bonus to Knowledge: Religion check.
A Miko can learn any Divine or Arcane spell, but she only receives Divine spells from her class levels. When learning an Arcane spell, the Miko uses Knowledge: Arcane instead of Knowledge: Religion. Optionally, the Miko can substitute Knowledge: Nature for either Knowledge skill when learning a spell from the Druid's or the Ranger's spell list.

Divine domain – At 1st level, a Miko selects two domains from below. She only suffers half Drain (rounded up) when casting spells from those domains. She also gains powers associated with those domains.

Sudden action – Once per day, a Miko can use a free action to give herself a +4 initiative bonus before starting combat.

Bonus Metamagic – A Miko starts knowing 1 Metamagic feat.

MIKO DOMAINS

Ancestor

Miko power: A number of times per day equal to your Cha. bonus (min. 1), you may channel an ancestral god. This gives you a +4 insight bonus on your next skill check.

1. Detect Undead [DC 20]
2. Searing Light [DC 25]
3. Speak with Dead [DC 30]
4. Divination [DC 34]
5. Atonement [DC 38]
6. Geas/Quest [DC 42]

Borders

Miko power: You may use Pocket Dimension at Rank 1 as a spell–like ability for 2 EP. This creates a portal into your Pocket Dimension lasting for 10 min. which you may dismiss at will.

1. Sanctuary [DC 20]
2. Hold Person [DC 25]
3. Glyph of Warding [DC 30]
4. Dimension Door [DC 34]
5. Teleport [DC 38]
6. Banishment [DC 42]
7. Teleport Object [DC 45]

7. Legend Lore [DC 45]
8. Create Greater Undead [DC 48]
9. Foresight [DC 51]

Celestial

Miko power: Rebuke or command good outsiders as an evil cleric rebukes undead. Use this a number of times per day equal to 3 + your Cha. modifier (min. 1).

1. Bless [DC 20]
2. Bear's Endurance [DC 25]
3. Summon Monster III* [DC 30]
4. Magic Weapon, Greater [DC 34]
5. Summon Monster V* [DC 38]
6. Bear's Endurance, Mass [DC 42]
7. Dictum [DC 45]
8. Power Word Stun [DC 48]
9. Gate [DC 51] * Good creatures only.

Divination

Miko power: You cast divination spells at a +2 caster level.

1. Identify [DC 20]
2. Augury [DC 25]
3. Divination [DC 30]
4. Scrying [DC 34]
5. Commune [DC 38]
6. Legend Lore [DC 42]
7. Scrying, Greater [DC 45]
8. Discern Location [DC 48]
9. Foresight [DC 51]

Fortune

Miko power: You get a +1 bonus to Divine Relationship.

1. Entropic Shield [DC 20]
2. Aid [DC 25]
3. Bestow Curse [DC 30]
4. Freedom of Movement [DC 34]
5. Break Enchantment [DC 38]
6. Mislead [DC 42]
7. Spell Turning [DC 45]
8. Moment of Prescience [DC 48]
9. Miracle [DC 51]

Grave

Miko power: You may cast Death Touch as a spell–like ability for 2 EP.

1. Cause Fear [DC 20]
2. Death Knell [DC 25]
3. Animate Dead [DC 30]
4. Death Ward [DC 34]
5. Slay Living [DC 38]
6. Create Undead [DC 42]
7. Destruction [DC 45]
8. Create Greater Undead [DC 48]
9. Komachi's Harvest [DC 51]
10. Death Touch Necromancy (Death) Casting DC: 20 # of Slots: 1 Casting time: 1 standard action Range: Touch Target: 1 living creature Duration: Instantaneous Effect: Roll 1d6 for each of your Miko levels. If the total is at least equal to the creature's HP, it dies.

Healing

Miko power: You cast healing spells at a +1 caster level.

1. Cure Light Wounds [DC 20]
2. Cure Moderate Wounds [DC 25]
3. Cure Serious Wounds [DC 30]
4. Cure Critical Wounds [DC 34]
5. Cure Light Wounds, Mass [DC 38]
6. Heal [DC 42]
7. Regenerate [DC 45]
8. Cure Critical Wounds, Mass [DC 48]
9. Heal, Mass [DC 51]

Metal

Miko power: You may cast Metal Ward as a spell–like ability for 2 EP.

8. Phase Door [DC 48]
9. Gate [DC 51]

Community

Miko power: You may cast Calm Emotions as a spell–like ability for 3 EP. You also gain a +2 competence bonus on Diplomacy checks.

1. Bless [DC 20]
2. Status [DC 25]
3. Prayer [DC 30]
4. Tongues [DC 34]
5. Telepathic Bond [DC 38]
6. Heroes' Feast [DC 42]
7. Refuge [DC 45]
8. Kaguya's Magnificent Mansion [DC 48]
9. Heal, Mass [DC 51]

Flame

Miko power: You may cast Flame Ward as a spell–like ability for 2 EP (see below).

1. Burning Hands [DC 20]
2. Produce Flame [DC 25]
3. Resist Energy [DC 30]
4. Fire Shield [DC 34]
5. Fire Breath [DC 38]
6. Phoenix Wings [DC 39]
7. Fire Storm [DC 45]
8. Incendiary Cloud [DC 48]
9. Elemental Swarm* [DC 51]

*Cast as a fire spell only. Flame Ward Abjuration (Fire) Casting DC: 20 # of Slots: 1 Casting time: 1 standard action Range: Touch Duration: 1 min. + 1/CL Effect: Resistance bonus on all saves vs. fire spells and effects. The bonus is equal to your Miko level.

Fury

Miko power: You may cast Smite as a spell–like ability for 3 EP.

1. Remove Fear [DC 20]
2. Bull's Strength [DC 25]
3. Rage [DC 30]
4. Shout [DC 34]
5. Righteous Might [DC 38]
6. Song of Discord [DC 42]
7. Reimu's Transformation [DC 45]
8. Shout, Greater [DC 48]
9. Storm of Vengeance [DC 51]
10. Smite Enchantment [Compulsion] (Mind–affecting) Casting DC: 32 # of Slots: 1 Casting time: Free action (declared before you attack) Range: Personal Target: You Duration: One attack Effect: +4 bonus to attack roll, and a damage bonus equal to your Miko level.

Guardian

Miko power: Once per day, add your Miko level to one saving throw.

1. Shield of Faith [DC 20]
2. Shield Other [DC 25]
3. Protection from Energy [DC 30]
4. Spell Immunity [DC 34]
5. Dispel Chaos/Evil/Good/Law* [DC 38]
6. Stoneskin [DC 42]
7. Repulsion [DC 45]
8. Mind Blank [DC 48]
9. Antipathy [DC 51]
10. *Select one.

Knowledge

Miko power: All Knowledge skills are class skills. You cast divination spells at a +1 caster level.

1. Detect Secret Doors [DC 20]
2. Detect Thoughts [DC 25]
3. Clairaudience/Clairvoyance [DC 30]
4. Divination [DC 34]
5. True Seeing [DC 38]
6. Find the Path [DC 42]
7. Legend Lore [DC 45]
8. Discern Location [DC 48]
9. Foresight [DC 51]

Nature

Miko power: Rebuke or command plants or animals as an evil cleric rebukes undead. Use this a number of times per day equal to 3 + your Cha. modifier (min. 1).

1. Magic Weapon [DC 20]
2. Heat Metal [DC 25]
3. Keen Edge [DC 30]
4. Rusting Grasp [DC 34]
5. Wall of Iron [DC 38]
6. Blade Barrier [DC 42]
7. Transmute Metal to Wood [DC 45]
8. Iron Body [DC 48]
9. Repel Metal or Stone [DC 51]
10. Metal Ward Abjuration (Metal) Casting DC: 15 # of Slots: 1 Casting time: 1 standard action Range: Touch Duration: 1 min. + 1/CL Effect: 1 point of armor vs. metal weapons and metal spells or effects (Sacred bonus).

River

Miko power: You get Special Movement (Water–Walking).

1. Obscuring Mist [DC 20]
2. Fog Cloud [DC 25]
3. Water Breathing [DC 30]
4. Control Water [DC 34]
5. Ice Storm [DC 38]
6. Cirno's Glacierball [DC 42]
7. Acid Fog [DC 45]
8. Horrid Wilting [DC 48]
9. Elemental Swarm* [DC 51]
10. *Cast as a water spell only.

Stone

Miko power: You may cast Stone Ward as a spell–like ability for 2 EP.

1. Magic Stone [DC 20]
2. Soften Earth and Stone [DC 25]
3. Stone Shape [DC 30]
4. Spike Stones [DC 34]
5. Wall of Stone [DC 38]
6. Stoneskin [DC 42]
7. Statue [DC 45]
8. Earthquake [DC 48]
9. Elemental Swarm* [DC 51]
10. *Cast as an earth spell only Stone Ward Abjuration (Earth) Casting DC: 20 # of Slots: 1 Casting time: 1 standard action Range: Touch Duration: 1 min. + 1/CL Effect: 5 points of armor vs. stone weapons, stone creature attacks, and Earth spells or effects (Sacred bonus).

Warfare

Miko power: Melee Attack and Melee Defense are class skills. You get a +1 bonus to Aura of Command.

1. Magic Weapon [DC 20]
2. Spiritual Weapon [DC 25]
3. Magic Vestment [DC 30]
4. Divine Power [DC 34]
5. Flame Strike [DC 38]
6. Blade Barrier [DC 42]
7. Power Word Stun [DC 45]
8. Power Word Blind [DC 48]
9. Power Word Kill [DC 51]

1. Calm Animals [DC 20]
2. Barkskin [DC 25]
3. Dominate Animal [DC 30]
4. Command Plants [DC 34]
5. Wall of Thorns [DC 38]
6. Transport via Plants [DC 42]
7. Control Weather [DC 45]
8. Animal Shapes [DC 48]
9. Shapechange [DC 51]

Sake

Miko power: You may cast Bless Water as a spell-like ability for 2 EP, using sake instead of water (1 bottle of sake is a mundane item). Treat a bottle of blessed sake as a vial of holy water, except that it also damages neutral and evil youkai. (Treat damage from blessed sake as Positive Energy damage.)

1. Create Food and Water* [DC 20]
2. Poison** [DC 25]
3. Rage [DC 30]
4. Heroism [DC 34]
5. Hallow [DC 38]
6. Heroes' Feast [DC 42]
7. Insanity [DC 45]
8. Irresistible Dance [DC 48]
9. Miracle* [DC 51]
10. *May be used to create sake instead of water. You can create up to 2 gallons of lukewarm sake per caster level.
    **Alcohol effects only. You may relearn Poison as a separate 4th level spell (DC 34) with its full capabilities.

Trickery

Miko power: Bluff, Disguise, and Hide are class skills. You get a +1 bonus to Art of Distraction.

1. Change Self [DC 20]
2. Invisibility [DC 25]
3. Nondetection [DC 30]
4. Confusion [DC 34]
5. False Vision [DC 38]
6. Mislead [DC 42]
7. Screen [DC 45]
8. Polymorph Any Object [DC 48]
9. THE WORLD! [DC 51]

Wood

Miko power: You gain Special Movement (Swinging/Brachiating) in forests, and Special Movement (Light Footed) in natural thorns, briars, and overgrown areas.

1. Entangle [DC 20]
2. Tree Shape [DC 25]
3. Speak with Plants [DC 30]
4. Command Plants [DC 34]
5. Tree Stride [DC 38]
6. Repel Wood [DC 42]
7. Sakura Storm [DC 45]
8. Ayakashi Staff [DC 48]
9. Youkai of the Forest [DC 51]

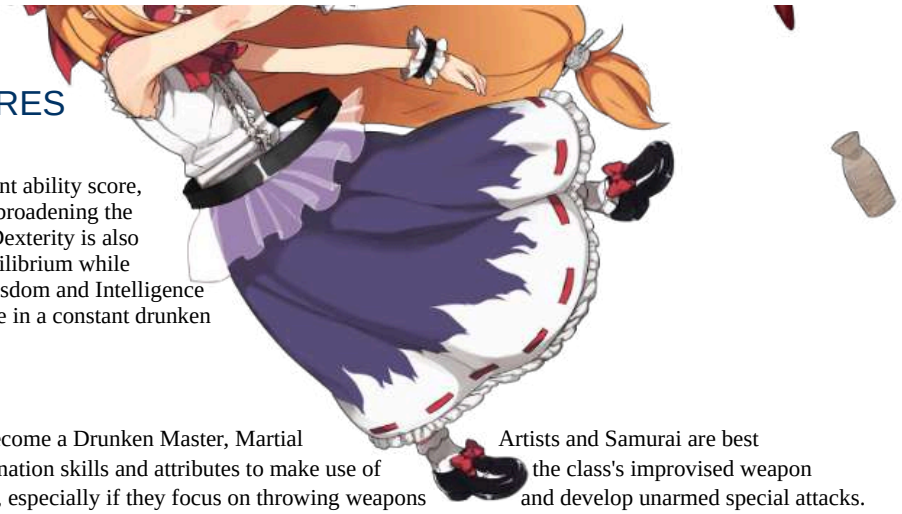
PRESTIGE CLASSES

DRUNKEN MASTER

CHARACTERISTICS

I am the brew of my gourd.
Red is my face, and alcohol is my blood.
I have drunk over a thousand cups.
Unknown to thirst
Yet unknown to sobriety

I have stayed up many nights getting shitfaced.
Yet, my bladder will never hold anything
This is my **'Unlimited Sake Works'.**



HIT DICE AND ABILITY SCORES

The Drunken Master uses a d8 hit die.

A Drunken Master's Strength is her most important ability score, improving the damage of her melee attacks, and broadening the range of objects she can use as melee weapons. Dexterity is also important, since it allows her to maintain her equilibrium while staggering around her attackers. Finally, extra Wisdom and Intelligence can help her to concentrate and remain alert while in a constant drunken haze, as well as slightly improve her tolerance.

CLASSES

While anyone with a taste for strong drink can become a Drunken Master, Martial Artists and Samurai are best equipped to handle it, possessing the right combination skills and attributes to make use of the class's improvised weapon advantages. Magical Girls are another possibility, especially if they focus on throwing weapons and develop unarmed special attacks.

REQUIREMENTS

To qualify as a Drunken Master, a character must fulfill all the following criteria.

- **Skills:** Tumble 8 ranks
- **Feats:** Great Fortitude, Drunken Streetfighting
- **Special:** Must be Oni, Half-Oni, or chosen by the Oni to compete in a series of drinking games. In case of the latter, it's not necessary to win the games, just to survive the party.

CLASS FEATURES

The Drunken Master's class skills are Balance, Bluff, Controlled Breathing, Climb, Craft, Escape Artist, Hide, Knowledge: Cultural Arts, Jump, Listen, Move Silently, Perform, Powerlifting, Profession, Swim, Tumble, Melee Attack, Melee Defense, Unarmed Attack, Unarmed Defense, Ranged Defense, and Thrown Weapons.

Skill points at each level: 4+int

TABLE 2-5: THE DRUNKEN MASTER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+0	Drink like a Champ, Massive Melee
2	+1	+3	+3	+0	Unlimited Sake Works
3	+2	+3	+3	+1	+1 Massive Damage: Improvised Weapons
4	+3	+4	+4	+1	+1 Defense Combat Mastery
5	+3	+4	+4	+1	Improved Massive Melee
6	+4	+5	+5	+2	Not Even Drop!
7	+5	+5	+5	+2	Extreme Massive Melee
8	+6/+1	+6	+6	+2	Drink like a Mountain Deva
9	+6/+1	+6	+6	+3	+1 Defense Combat Mastery
10	+7/+2	+7	+7	+3	Oni Breath

Drink like a Champ (ex)– A drunken master's body handles alcohol differently from others. She can drink a bottle (1 mundane item's worth) of alcohol as a move action. Instead of taking its usual effect, the alcohol reduces her Intelligence by 2 points each, but increases her Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to her class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level + 3.
A character who is immune to ability damage must still take the penalty, and a character without a Constitution score may only take Intelligence damage.

Massive Melee (ex)– When using an improvised melee weapon, the drunken master may add damage from her unarmed attack, including extra damage granted by feats such as Combat Martial Arts, Advanced Combat Martial Arts, and Streetfighting. This still counts as a melee attack, using the Melee Attack skill.
Special– Brawl and Improved Brawl may apply to attacks with blunt instruments to make stun attacks, taking the place of Combat Martial Arts and Advanced Combat Martial Arts.

Unlimited Sake Works (sp)– A 2nd level drunken master receives a magical Gourd of Unlimited Sake, which counts as 1 full rank of Item of Power. As a free action, the Gourd pours out lukewarm sake at the rate of 1 gallon per round (ending the pour is another free action). It also has several different modes, which affect the contents and the rate of its pour:

- **Heater mode**– Heats the sake, anywhere from tolerably warm to tongue-blistering inferno. Piping hot sake does 1d3 points of nonlethal heat damage on contact, if it is not allowed to cool for a minute or more.
- **Cooler mode**– Chills the sake, anywhere from slightly below room temperature to liquid frostbite. Ultra chilled sake does 1d3 points of nonlethal cold damage on contact, if it is not left in a warm place for a minute or more.
- **Nigorizake pour**– Pours out thick hearty globs of raw sake, more or less the consistency of rice congee. Produces 1 meal's worth every minute, for up to 10 minutes a day. The meals have no primary damage effect, and do 1 point of temporary Wis. damage for the secondary effect.
- **Junmaishu rocket!**– Produces a 20ft. long, 1ft. wide stream of sparkling sake at 30 gallons per round. The holder must make a DC 12 Strength check to avoid being knocked down. The force of the stream deals 1d4 points of damage, but can only affect one target per round.
  If the gourd is held in both arms and pointed downward, the holder can make a DC 12 Balance check before jumping to gain a +40 bonus to her Jump check, assisted by the force of the stream. If she is falling in midair, she can make a DC 12 Balance check to use the stream to slow her descent, ignoring an extra 10 ft. of damage from her fall, though on a natural 1, she loses control and takes damage as though the fall were 10 ft. higher (determine her landing point as a bouncing grenade attack, using 30 ft. increments).
  If the holder is in flight, she can aim the stream ahead of or behind her with a successful DC 12 Power Usage– Flight check. This can speed up or slow down flight speed by up to 30 ft. a turn.

Improved Massive Melee (ex)– A drunken master of 5th level or higher can take objects as large as her space (5ft.x5ft. for Medium and Small characters) and use them as improvised weapons. This only applies to objects that weigh as much as a medium load or less.
Long objects become reach weapons according to their length. For example, a 5 ft. tall signpost becomes a Flexible weapon that can strike up to 5 ft. away. Large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Not Even Drop (ex)– A 6th level drunken master is not subject to disarming attacks, and cannot drop a weapon or item as the result of a natural 1 on an attack or defense roll. She just ploying with you. When she fight, her sake not even drop!

Extreme Massive Melee (ex)– If a 7th level drunken master can lift an object, she can use it as a melee weapon, even throw it, regardless of its size category. This includes objects she can lift with Powerlifting checks, though she must succeed on the check, first.

She can also use living creatures as blunt weapons as long as they are at least one size category smaller than she is. She must successfully grapple the creature, or at least render it immobile, before she can use it. Damage dealt by the creature is applied equally to the creature.

Drink like a Mountain Deva (sp)– An 8th level drunken master can drink a bottle (1 mundane item's worth) of alcohol, and transmute it into a Potion of Cure Moderate Wounds using the power of her iron guts. This neutralizes the effects of the drink and heals 2d8+5 damage. This ability can be used up to 3 times a day. It is a standard action that does not provoke an attack of opportunity.
Note– This effect can heal constructs and undead characters, unlike an actual Potion of Cure Moderate Wounds.

Oni Breath (sp)– A 10th level drunken master can pay 4 Energy Points to cast Fire Breath as a spell-like ability, at a caster level equal to her total character level.

HAKUGYOKURO ELITE

When the first Konpaku agreed to serve the Saigyouji family and defend Hakugyokuro shrine, the spirit of a great poet rewarded them with three legendary volumes: the Tome of Daggers, the Tome of Swords, and the Tome of Shears, in that order. The first volume describes 444 different moves from martial dances, some of which appear to be physically impossible. The second uses the techniques learned in the Tome of Daggers to create 444 strength exercises. The final volume, called the Tome of Shears, contains 444 cryptic instructions on how to artfully cut a cherry tree, which are incomprehensible without understanding the lessons of the first two volumes. The final page simply says that if a gardener knows 444 ways to cut a tree, she knows 4,444 ways to slash an adversary to pieces. Never mind if the math doesn't quite add up, for the Konpaku it appears to be true.

The Konpaku family has guarded the Borderlands between reality and the Netherworld for centuries. They don't intend to relax because of a good track record. Their finest gardeners volunteer for a brutal training program based on the teachings of Saigyouji's tomes. Those who succeed are allowed to practice the 444 techniques of each volume, unlocking the subtle magic to improve their physical and mental capabilities. These Elites are said to be invulnerable, possessed of supernatural toughness and concentration that lets them ignore the pain of death to continue fighting.

CHARACTERISTICS

The Elite is a patient fighter. Her abilities allow her to withstand tremendous amounts of damage while she finds the perfect opportunity to strike with full power. She takes full advantage of her combat options, scouting with her ghostly half, delaying her first attack to strike first on the next combat round, coordinating strikes with her teammates, and taking aim to hit partial armor or vital organs. At later levels, she can perform insane stunts with Rejuvenation and Elite Defense. Stunts like jumping from a high tower to add her dead weight to a Leap Attack, or crashing a speeding broomstick into an enemy to deliver a backpack full of lit powder kegs, and then walking away unharmed.

Elites are typical Lawful Neutral, no–nonsense types who coordinate the border patrols along Hakugyokuro's expansive groves. They prefer not to fight if it can be avoided, but they are bad negotiators, and often end up slashing trespassers in half because of it. They don't have time to mess with intruders anyway; not when there are angry youkai cherry trees to prune. The average Elite is stern, polite, and completely uncompromising, the kind of person who would invoke a samurai's right to decapitate someone for not bowing properly.

HIT DICE AND ABILITY SCORES

The Hakugyokuro Elite uses a d12 hit die.

Strength and Constitution are the most important abilities for Elites. Constitution lets her take more damage, and Strength helps her deliver it. Strength not only affects damage with melee weapons, but also muscle-powered special attacks, and ranged attacks like bows and thrown weapons. Due to the class's lower Will save bonus, Wisdom can be useful building a well-rounded character, especially since Half-Ghosts already take a racial penalty to that ability. Charisma, though it tends to be low, can be helpful for making Intimidation checks to demoralize opponents in combat.

CLASSES

Combat oriented classes are the fastest way to reach Elite, particularly Samurai. Martial Artists can reach this class at the same rate, but the class's lack of unarmed combat skills may hinder Martial Artist/Elite builds slightly. Ninja/Elites could work, trading better hit points for Hide and Move Silently improvement. Another build to consider: Dynamic Sorcerer/Elite for a combat mage. The Fort. save is good, the HP is high, and the Unnatural Stamina attribute doubles the rate of EP restoration. It's worse than taking more levels of Dynamic Sorcerer, but it's easier on casting than other combat multiclass possibilities.

HAKUGYOKURO ELITES IN GENSOKYO

Elites rarely venture outside the confines of their territory into Gensokyo or the Netherworld. If they do, it's probably because someone offended the Saigyouji family and needs to be taken care of, so they have no business with anyone else.
Youki Konpaku, Youmu Konpaku's father and mentor, is a possible Samurai/Elite NPC. Almost nothing official is written about him, except that he was the head gardener for the Saigyouji family before Youmu. He retired to become an enlightened hermit, and his current whereabouts are unknown.

REQUIREMENTS

To qualify as an Elite, a character must fulfill all the following criteria.

- **Race:** Half–Ghost
- **Base attack:** +5
- **Feats:** Power Attack
- **Other:** Konpaku family (Half–Ghost)

CLASS FEATURES

The Hakugyokuro Elite's class skills are Climb, Decipher Script, Jump, Intimidate, Knowledge: Domestic Arts, Knowledge: Military Sciences, Knowledge: Nature, Powerlifting, Profession, Ride, Swim, Archery, Melee Attack, Melee Defense, Thrown Weapons, and Ranged Defense.

Skill points at each level: 4+int

TABLE 2-6: THE HAKUGYOKURO ELITE

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+2	+0	+1 Highly Skilled
2	+2	+3	+3	+0	+1 Damn Healthy!
3	+3	+3	+3	+1	Furious Power Attack (skill trick)
4	+4	+4	+4	+1	Unnatural Stamina
5	+5	+4	+4	+1	Tome of Daggers (+2 Dex.)
6	+6/+1	+5	+5	+2	+2 Rejuvenation
7	+7/+2	+5	+5	+2	Tome of Swords (+2 Str.)
8	+8/+3	+6	+6	+2	Elite Defense
9	+9/+4	+6	+6	+3	Tome of Shears (+2 Int.)

Unnatural Stamina (su) – At 4th level, the Hakugyokuro Elite recovers hit points and energy points twice as fast as normal.

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
10	+10/+5	+7	+7	+3	Elite Defense, Improved

Tome of Daggers (ex) – A 5th level Hakugyokuro Elite studies the Tome of Daggers, learning 444 martial dance moves. When the study is complete, the Elite gains an Inherent +2 bonus to Dexterity.

Tome of Swords (ex) – A 7th level Hakugyokuro Elite studies the Tome of Swords, practicing 444 strength exercises. When the study is complete, the Elite gains an Inherent +2 bonus to Strength.

Elite Defense (su) – Once per day, a Hakugyokuro Elite of 8th level or higher can delay the damage dealt by a single source for a number of rounds equal to her class level. At 10th level, this ability ignores damage instead of delaying it.

Tome of Shears (ex) – A 9th level Hakugyokuro Elite studies the Tome of Shears, mastering 444 ways to artfully cut a cherry tree. When the study is complete, the Elite gains an Inherent +2 bonus to Intelligence.

Racial Variant: Tengu Guardian

The Tengu Guardians are appointed by royalty to defend Youkai Mountain against intruders. They are similar to the Hakugyokuro Elites, with a focus on agility and dodging.

Requirements

To qualify as a Tengu Guardian, a character must fulfill all the following criteria.

- **Race:** Tengu
- **Base attack:** +5
- **Feats:** Crow Blooded, Dodge

Features

The Tengu Guardian's class skills are Bluff, Climb, Jump, Handle Animal, Hide, Knowledge: Area, Move Silently, Powerlifting, Swim, Tumble, Archery, Melee Attack, Melee Defense, Thrown Weapons, and Ranged Defense.

Hit die: d12

Skill points at each level: 4+int

Table 2-7: The Tengu Guardian

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+2	+0	+1 Highly Skilled
2	+2	+3	+3	+0	+1 Damn Healthy!
3	+3	+3	+3	+1	Evasion
4	+4	+4	+4	+1	+1 Flight (winged)
5	+5	+4	+4	+1	Focused Dodge (skill trick)
6	+6/+1	+5	+5	+2	Uncanny Dodge
7	+7/+2	+5	+5	+2	Quickstep (skill trick)
8	+8/+3	+6	+6	+2	Elite Defense
9	+9/+4	+6	+6	+3	Improved Uncanny Dodge
10	+10/+5	+7	+7	+3	Elite Defense, Improved

HOURAI ALCHEMIST

Rationality and mystery characterize the Hourai Alchemist. The Hourai Academy at the Lunar Capital teaches the fundamental nature of the universe is uniform and unyielding, governed by secret laws revealed to the wise ancients in the forms of logic, geometry, medicine, and contemplation. These Alchemists believe that if the secret laws of the universe are known, they can harness the esoteric power of life energy and universal matter to achieve enlightened immortality.

HIT DICE AND ABILITY SCORES

The Hourai Alchemist uses d4 hit dice

Intelligence is the Hourai Alchemist's most important ability, since it affects her Transmutation Attribute, her Craft checks to create potions, and improves the effectiveness of her Dynamic Sorcery (if Intelligence is the relevant ability score). Her slow progression of Dynamic Sorcery will have her making Drain checks more frequently than other magical classes, so she requires a high Constitution to succeed on those checks. And finally, Strength improves the Hourai Alchemist's effectiveness in battle, since it increases damage from thrown weapons and certain bows.

CLASSES

Dynamic Sorcerers are the most likely to become Hourai Alchemists, particularly those who have one or more Organizational Ties to the Lunar Capital. Dynamic Sorcerer/Tech Geniuses can benefit greatly from the Transmutation attribute at the expense of

Giant size D-cup breasts are the Hourai Alchemist's most important feature, since they affect her milk... distribution...

spellcasting ability. Mikos might also take this class, but their reliance on casting bonuses means that ranks of Dynamic Sorcery will only provide the benefits of new spell slots and extra energy they probably don't need. Adventurers, with their wide selection of skills and attributes, can meet the class requirements more easily than others. With fewer ranks of Dynamic Sorcery to go on, an Adventurer/Hourai Alchemist would have smaller spell selection and greater difficulty with drain, but better knowledge and craft specializations, making her an excellent potion brewer. An Adventurer/Magical Girl or Adventurer/Ninja could be a combat oriented alchemist, focusing on potion throwing or archery. For example, a Special Attack could be Linked to a successful thrown weapon attack to add some physical damage to alchemical grenades.

REQUIREMENTS

To become a Hourai Alchemist, a character must fulfill all the following criteria.

- **Skills:** Craft 5 ranks (Alchemy, Chemistry, or Pharmaceutical), Knowledge: Arcane 8 ranks, Knowledge: Physical Sciences 4 ranks, Knowledge: Biological Sciences 4 ranks
- **Feats:** Brew Potion
- **Attributes:** Mechanical Genius rank 2, Transmutation rank 1
- **Spells:** 5 Arcane spells known with a casting DC of 30 or higher, at least one of them belonging to the Transmutation school
- **Special:** Must have studied alchemy at the Lunar Capital, or taken apprenticeship from another Hourai Alchemist.

TABLE 2-8: THE HOURAI ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Dynamic Sorcery +1, Hourai Study
2	+1	+3	+0	+0	Transmutation: Similar Mass +1, Mechanical Genius +1
3	+1	+3	+1	+1	Alchemical Grenade, Create Pure Element
4	+2	+4	+1	+1	Alchemical Arrow, Dynamic Sorcery +1
5	+2	+4	+1	+1	Transmutation: Similar Mass +1, Calcine Element
6	+3	+5	+2	+2	Brew Advanced Potion
7	+3	+5	+2	+2	Dynamic Sorcery +1, Tincturation
8	+4	+6	+2	+2	Transmutation: Similar Mass +1, Mechanical Genius +1
9	+4	+6	+3	+3	Mechanical Genius +1
10	+5	+7	+3	+3	Dynamic Sorcery +1, Hourai Enlightenment

CLASS FEATURES

The Hourai Alchemist's class skills are Concentration, Controlled Breathing, Craft, Decipher Script, Disable Device, Knowledge: Arcane, Knowledge: Biological Sciences, Knowledge: Mechanics, Knowledge: Occult, Knowledge: Physical Sciences, Medical, Poisons, Power Usage, Profession, Repair, Search, Use Magic Device, Archery, Thrown Weapons

Skills points each level: 4 + int

Pure Element (Major Item)

The bearer can pour this substance upon other beings or objects by making a touch attack (which provokes attacks of opportunity), or hurl it as a thrown weapon that targets a creature (use Thrown Weapons skill, 30 ft. range). The pure element contained within then bonds with whatever it touches, temporarily altering the target in a fashion dependent on the element's nature. The effects of the pure element last for 10 minutes, unless otherwise noted.
Damage from a pure element can be combined with Calcine Element.
A pure element effect can also become one of the two effects in a Tincuration. Only 1 dose is available at a time, if it is used this way.
Pure elements can be mixed in a Tincturation, but opposing elements annihilate each other, resulting in useless (but harmless) purple–brown sludge.

Wood: This emerald liquid does not seem to flow from the flask as much drift from it. Objects or creatures exposed to pure element wood weigh only one–half their normal weight; creatures so affected gain a +2 Alchemical bonus per level of Hourai Alchemist on Climb, Jump, and Flight (Attribute) checks but take a –2 penalty on damage rolls with strength–powered attacks.
Special: Plants exposed to this element grow, bloom, and bear fruit instantly. This has the effect ofOvergrowth when poured on a 5'x5' area.

Elementals with the Air or Wood subtype that are exposed to this pure element gain a +2 enhancement bonus per level of Hourai Alchemist to Constitution.
Elementals with the Earth subtype, as well as objects made of earth or stone, take 1d6 points of damage per level of Hourai Alchemist (this effect ignores Armor, Force Fields, and other forms of damage reduction).
Cancels effects of pure elemental Earth.

Earth: This grayish powder looks like fine salt or ash, but it flows like an ooze and dries up anything it touches. Objects or creatures exposed to pure elemental earth weigh twice their normal weight; creatures so affected take a –2 penalty on Balance, Climb, Jump, Ride, Swim, and Tumble checks. The creature also gains 1 point of Alchemical armor (this stacks with worn armor and natural armor).
Elementals with the Earth subtype that are exposed to this pure element gain a +2 Enhancement bonus per level of Hourai Alchemist to Constitution.
Elementals with the Water subtype take 1d6 points of damage per level of Hourai Alchemist (this effect ignores Armor, Force Fields, and other forms of damage reduction)
Cancels effects of pure elemental Water.

Water: This liquid appears to be a deep blue, almost indigo water. Living creatures exposed to pure elemental water must make a DC 10 Constitution check or begin drowning. Each round thereafter until 1 minute has elapsed, the DC increases by 1.

TABLE 2-9: TRANSMUTATION

Trans. Rank	DC Adjustment
1	–2
2	–5
3	–7
4	–10
5	–15
6	–20

Transmutation – In addition to its normal effects, the Hourai Alchemist can use the Transmutation attribute to lower the craft DC for any item, transmuting simple components and materials wherever possible. The DC adjustment depends on the rank of this attribute, and it cannot bring a craft DC below 10. While it is possible to transmute objects into Items of Power, skipping the Craft check altogether, the Transmutation attribute cannot be used to directly transmute mundane items into magical or psionic Items of Power, including potions, scrolls, power crystals, and unique artifacts like the Hourai Elixir.

Hourai Study – Allows the Hourai Alchemist to learn a spells from potions as a Dynamic Sorcerer or Miko learns spells from scrolls. The potion must be reduced to its base elements, destroying it on the first attempt.

Alchemical Grenade – Beginning at 3rd level, a Hourai Alchemist can brew alchemical grenades– potions that can be used as thrown weapons. The Hourai Alchemist creates the alchemical grenade just as she would any other potion; the spell stored within must have a casting DC less than 33 (3rd level or lower) and be capable of targeting a creature other than the caster. For example, Hold Person, Slow, and Invisibility would all be legal options for the grenade, but False Life, Fireball, and Magic Weapon would not, because these spells either can target only the caster (in the case of False Life), don't target a particular creature (Fireball), or target an object (Magic Weapon). Even spells that include non–targeted effects (such as Dispel Magic) can be incorporated, as long as they include a targeted effect as well (only the targeted effect functions). An alchemical grenade has a craft DC of 25 + the spell's casting DC + the number of spell slots.
An alchemical grenade attack is made with the Thrown Weapons skill. It counts as a ranged Special Attack with the Short Range disability (50 ft. range). The grenade's blast area has a radius of 2.5 ft, +5 ft. for every 2 levels of Hourai Alchemist.

Create Pure Element – Allows a 3rd level Hourai Alchemist to craft and use pure elements, special substances with unique alchemical bonuses that can also be used as weapons against elemental creatures. A flask of pure element (1 lb.) contains a small amount of the essence of an Elemental Spirit: Air, Earth, Fire, or Water, painstakingly recreated from ancient alchemical formulas (Craft: Alchemy DC 25; Purchase DC of materials: 15; Time: 1d4 hours). While Metal, Sun, Moon, and Wood elements are also possible, they are weaker than the big four.
Transmuting a Pure Element: A 3rd level Hourai Alchemist with ranks of Transmutation: Unlimited can make a DC 30 Power Usage check can transmute any object into a pure element, or transmute a pure element into an object at a +5 bonus to the Power Usage check. A character with ranks of Transmutation: Any Solid or Transmutation: Similar Mass can make a DC 30 Power Usage check to transform a liquid volume into any pure element. Each lb. of a pure element is the equivalent to 1 flask's worth, or 1

Elementals with the water subtype that are exposed to this pure element gain a +2 enhancement bonus per level of Hourai Alchemist to Constitution.
Elementals with the fire subtype take 1d6 points of damage per level of Hourai Alchemist (this effect ignores Armor, Force Fields, and other forms of damage reduction).
Cancels effects of pure elemental Fire.

Fire: This bright crimson liquid bursts from the flask like an explosion. A creature or object exposed to pure elemental fire takes 1d6 (+1d6 per 2 levels of Hourai Alchemist, rounded down) points of Fire energy damage and catches fire unless it succeeds on a DC 15 Reflex save.
A creature or object that catches fire takes 1d6 points of Fire energy damage per round for 5 rounds. The flames may be extinguished only by exposure to pure elemental water.
Elementals with the fire subtype that are exposed to this pure element gain a +2 enhancement bonus per level of Hourai Alchemist to Constitution.
Elementals with the Metal subtype take double the initial fire damage dealt by this substance, but do not catch on fire unless they are wearing flammable items. Long term exposure has the same effect as Heat Metal, and it weakens their Natural Armor by 4 points per round of exposure.
Cancels effects of pure elemental Metal.

Metal: This viscous golden liquid almost resembles mercury. When poured from a flask it pools into rolling globules that hiss, snap, and emit white sparks. Creatures or objects exposed to pure elemental metal gain a magnetic repulsion field, which grants them a +2 Alchemical bonus to AC against metal weapons and projectiles.
When two objects or creatures affected by pure elemental Metal come within 30 ft. of one another, there is a 50% chance they will attract each other, and an equal chance they will repell each other.
Elementals with the Metal subtype that are exposed to this pure element gain a +2 Enhancement bonus per level of Hourai Alchemist to Constitution.
Elementals with the Wood subtype take 1d6 points of damage per level of Hourai Alchemist (this effect ignores Armor, Force Fields, and other forms of damage reduction)
Cancels effects of pure elemental Wood.

Weaker elements: These elements won't bond with targets, but still grant bonuses to Power Usage: Transmutation. They are otherwise is equivalent to a Feature, or a 0–1st level spell effect (duration 10 minutes; CL = Hourai Alchemist level; Save DC 10 + spell level).

Moon: This pale yellow liquid causes a surface to glow with moonlight, creating 5 ft. of shadowy lighting. Would make a great glow–in–the–dark dye, except it only lasts for 10 minutes. When used on a living creature, the effect triggers Feats and Attributes that require moonlight to work, such as a Were-Hakutaku's transformation.
Cancels effects of pure elemental Sun.

Sun: A brilliant white liquid that causes a surface to glow brightly, duplicating the effect of a Daylight spell in a 5' x 5' area (duration: 10 minutes). If held in a transparent container, it can be used as a lantern.
Cancels effects of pure elemental Moon.

use. Each extra lb. adds another use (up to 5 at a time), and a submerged creature is affected for each round, then for 10 minutes afterwards.

Alchemical Arrow – A 4th level Hourai Alchemist can soak the tips of her arrows in magic oils, allowing her to place area effect spells on her arrow attacks, including spells which would normally target the caster. When one of these arrows is fired, the spell's area is centered on where the arrow lands, triggering the spell without adding arrow damage. It takes a standard action to charge an alchemical arrow and fire it, requiring a Drain and Control check as though casting (if the spell is greater than half her caster level). The arrow is still fired after a control failure, but there is no spell attached (other control failure effects may apply normally).

Calcine Element – A 5th level Hourai Alchemist can add 1d8 energy damage to the spell effect of an alchemical grenade. The energy damage may be any of the following types: Acid, Cold, Electricity, Fire, or Sonic. This adds 15 to the craft DC of an alchemical grenade.

Brew Advanced Potion – At 6th level, a Hourai alchemist can create potions, oils, and alchemical grenades for spells with a casting DC of 44 or less (6th level spells and lower). The craft DC for a potion is still 20 + the spell's casting DC + the number of spell slots, and the same restrictions still apply.
Some useful spells to consider: Air Walk, Divine Power, Freedom of Movement, Greater Magic Weapon, Restoration, Spell Immunity, Disrupting Weapon, Righteous Might, Spell Resistance, True Seeing, Heal.

Tincturation – A 7th level Hourai Alchemist can brew special potions called tinctures. A tincture is a potion, oil, or alchemical grenade that combines the effects of two different spells. When activated, the spells take effect as though they had both been cast simultaneously. A tincture may combine two spells with a casting DC of 44 or less (6th level or lower), as long as they are both appropriate to the type of item. In other words, the alchemist can make a double potion, double oil, or double grenade, but she can't make a Tincture that is half-grenade and half-oil, because attack spells are inappropriate for oils, and oils spells target items, which is inappropriate for grenades.
A Tincture has a craft DC of 30 + the highest level spell's casting DC + the highest level spell's number of spell slots. If the Tincture is a grenade, add +5 to the DC.

Hourai Enlightenment – At 10th level, the Hourai Alchemist achieves ultimate knowledge of the elements, unlocking the secrets of life and mortality. She is now able to distill the legendary Hourai Elixir– the potion of immortality.
Masterpiece Elixir: Upon obtaining Hourai Enlightenment, the Hourai Alchemist creates a Masterpiece Elixir. This is a truly unique potion, created once in a lifetime, representing the culmination of the Hourai Alchemist's greatest achievements. The Alchemist creates the potion and selects its effect from the list below. The potion only affects the Alchemist who created it. All bonuses granted by the Masterpiece Elixir are permanent.
Elixir of Armor: You gain 4 points of Natural Armor. Natural Armor can't be broken or removed, and it stacks with worn armor.
Elixir of Essence: Bestows a +8 Inherent bonus to Intelligence, Wisdom, or Charisma. You may distribute the +8 bonus among these three Ability scores in any way you choose.*
Elixir of Metabolism: Doubles the number of Energy Points you recover each hour. You heal naturally at twice the regular rate.
Elixir of Physique: Bestows a +8 Inherent bonus to Strength, Dexterity, or Constitution. You may distribute the +8 bonus among these three Ability scores in any way you choose.*
Elixir of Regeneration: +1 Regeneration (Attribute). This does not stack with Youkai Regeneration, but it is not disabled by Positive Energy damage.
Elixir of Resistance: Select one of the following energy types: Acid, Fire, Cold, Electricity, or Sonic. You gain Energy Resistance 10 vs. that energy type.
**__Note:__ An Inherent bonus may not exceed +5 for a single ability score. Multiple Inherent bonuses do not stack, so only the highest bonus from a single source applies.*

Hourai Elixir – One vial of Hourai Elixir has a Craft DC of 100, a CP value of 136, and its Wealth value is immeasurable. (This requires a phenomenal investment of time and energy, though extra ranks of Mechanical Genius can speed it up considerably.) Technically, anyone with access to the right information and resources can make the Hourai Elixir, but if it is created without the secrets of Hourai Enlightenment, a single dose is more than any living being could drink at once, making it a total waste of time for anyone else.

KURO MIKO

A Kuro Miko (Black Shrine Maiden) is an evil version of the Miko. Her magic comes from profane rituals, blood sacrifice, sheer misery, and self–inflicted curses, drawing power from corruption so foul it deforms her body and

The Kuro Miko's magic comes from profane rituals, blood sacrifice, sheer misery, and self–inflicted curses, drawing power from corruption so foul it deforms her body and consumes her mind!

consumes her mind. She is nothing less than an insult to nature, a living demon, and a soul–sucking black hole in the already thin moral fabric of Gensokyo. She could probably use a hug, too.

CHARACTERISTICS

Kuro Mikos can be self–motivated villains, former Good or Neutral characters possessed by dark powers, or the attendants of an evil sorceress. They rarely work alone, and are often surrounded by possessed minions (many of whom can cast healing spells).

HIT DICE AND ABILITY SCORES

The Kuro Miko uses a d8 hit die.

Wisdom and Constitution are the most important abilities for this class. Wisdom improves the effectiveness of the Kuro Miko's spells, as well as attributes such as Exorcism and Healing, which gain new usage through her class attributes. Constitution is always effective for casting classes, improving the Kuro Miko's chances to cast spells and make Drain checks, and many of her later powers require blood sacrifice, which is effectively Constitution damage. For a character who has no Constitution score, Charisma takes its place.

CLASSES

Despite the name, Mikos are not the only characters who can become Kuro Mikos. Dynamic Sorcerers or Adventurers who experiment with evil spells and summon demons might fall into this path, using Kuro abilities like Bloodfire Quickening to enhance their casting power.

REQUIREMENTS

To become a Kuro Miko, a character must fulfill all the following criteria.

- **Alignment:** Any Evil
- **Skills:** Intimidate 5 ranks, Knowledge: Arcane 5 ranks, Knowledge: Occult 5 ranks, Knowledge: Religion 8 ranks
- **Feats:** Disturbed Mind, Iron Will
- **Attributes:** Exorcism rank 1, Place of Power rank 1
- **Spells:** At least 10 Divine spells known, with at least one of them being 3rd level or higher
- **Other:** Must be female

CLASS FEATURES

The Kuro Miko's class skills are Bluff, Concentration, Disguise, Forgery, Hide, Gather Information, Intimidate, Knowledge: Arcane, Knowledge: Nature, Knowledge: Occult, Knowledge: Religion, Listen, Medical, Move Silently, Power Usage, Search, Sense Motive, Sleight of Hand, Spot, Special Ranged Attack, Unarmed Attack, Unarmed Defense

Skill points each level: 2 + Int.

TABLE 2-10: THE KURO MIKO

Level	Base Attack Bonus	Casting bonus	Fort. save	Ref. save	Will save	Bonus
1	+0	+1	+0	+0	+2	Mark of Evil, Tainted Energy
2	+1	+1	+0	+0	+3	Blackened Blood, +2 CP
3	+2	+2	+1	+1	+3	Desacrilization
4	+3	+2	+1	+1	+4	Corrupt Casting, +2 CP
5	+3	+3	+1	+1	+4	Possession
6	+4	+3	+2	+2	+6	+1 Natural Weapon (Claws), +1 CP
7	+5	+4	+2	+2	+5	+5 CP
8	+6/+1	+4	+2	+2	+6	Sacrificial Spell Focus, +2 CP
9	+6/+1	+5	+3	+3	+6	Sacrificial Quickening
10	+7/+2	+5	+3	+3	+7	Finger of Pain

Spellcasting – A Kuro Miko adds her Spellcasting bonus (listed under Cast) to Fort. saves resisting Drain and Control checks (totaled with bonuses from other classes). Casting a spell requires an attack action. Her caster level is equal to her Kuro Miko spellcasting bonus (not her level) plus her Miko levels, or levels from ranks of Dynamic Sorcery (if any).

Spell slots – A Kuro Miko gains 2 spell slots per level, which start out empty. She must learn all her spells, just like a Dynamic Sorcerer.

At each new level, the Kuro Miko automatically has a chance to learn 1 new Divine spell of her choice, in the same way a Miko's Kami Nature ability gives her 2 per level. She can also use her Knowledge: Occult skill to substitute for her Knowledge: Religion or Knowledge: Arcane skills when learning new spells.

Mark of Evil (ex) – This is a mark of the Kuro Miko's fallen status. It is somewhere plainly visible under most circumstances, though it can be concealed by wearing long clothing and succeeding on a DC 20 Sleight of Hand check. Using Disguise is not enough to disguise the mark– rather, a glimpse of the mark can completely ruin a Kuro Miko's Disguise check. This is the equivalent to 2 ranks of the Marked defect. Anyone who sees the mark will instantly recognize it as evil, but the exact meaning is not clear. A character can make a Knowledge: Religion check (DC 14) to recognize it as the mark of a Kuro Miko. When dealing with nonevil creatures, the mark provides a +2 Profane bonus to Intimidation checks so long as it is visible.

The Mark of Evil provides an advantage when dealing with other Evil creatures. The Kuro Miko gains a +4 Profane bonus to all Cha. related checks against Evil creatures, as long as the mark is visible.

Tainted Energy (ex) – Upon taking this class, the character loses the ability to cast any healing spells, resurrection spells other than Clone and Raise Dead, and spells associated with Positive Energy (such as spells in the Celestial domain, spells with the Good or Light or Sun descriptor, and anything

with the word "Holy" in it). Her Positive Energy spells (such as Cure spells) use Negative Energy instead, causing damage when they would normally heal. Spells that create light create darkness, and spells that affect Evil targets must now affect Good targets (and vice versa, if the effects are beneficial). Sun spells become Moon spells, bonuses turn into penalties, and so on. If the Kuro Miko has any Spell Cards with the Holy composition, they lose this energy trait, and gain equal ranks of Shadow composition.

Blackened Blood (ex) – The Kuro Miko's blood is uniquely alive. It darkens and thickens until it crawls through her veins as though it had a will of its own. If she is injured, it oozes from her wounds, sometimes forming spikes or tendrils as it tries to climb back inside. And sometimes it screams when she is cut.

Any creature that ingests the Kuro Miko's blood, or is struck by one of her natural weapons, must succeed on a Fortitude save or take 2 Wisdom damage. The save is equal to 10 + the Kuro Miko's Constitution modifier (use Charisma if she has no Constitution score).
Taking this feat changes the way a Kuro Miko looks and move, though not enough to affect her skills or Ability scores. She loses the ability to blink, and appears permanently exhausted, always moving slightly–off balance and twitching at irregular intervals. Her Marked defect extends to its maximum rank, because anyone who sees her will think she is a demon-possessed zombie ghost.

Special: Some races might not have blood, or Constitution scores, but they do have some kind of equivalent. Plant youkai bleed sap instead of blood. Ghosts have ectoplasm, a gray cottonlike substance that pours out from wounds like stuffing from torn furniture, then evaporates. Dolls and Tsukumogami spray a transparent viscous fluid from injuries.

Desacrilization (ex) – The Kuro Miko's Place of Power becomes a haunted or desecrated area. It is no longer able to provide her with the benefits of additional Energy or restoration. Instead, the taint of evil permeates the atmosphere and corrupts everything that enters, its influence growing stronger as her Place of Power expands. Non–evil creatures entering the Kuro Miko's Place of Power must succeed on a Will save (DC = 10 + 2 per rank of Place of Power) or take a Morale penalty on all attack rolls, defense rolls, and saves for as long as it remains in the area. The penalty is –1 per rank of Place of Power.

Corrupt Casting (ex) – Treat this as a metamagic feat that adds the Evil descriptor to a spell, and increases the casting DC by 4. If the spell deals damage, half the damage becomes Negative Energy damage. A Kuro Miko may cast corrupt versions of spells affected by Tainted Energy, such as a corrupted Sunburst or a corrupted Cure Critical Wounds. These spells require a full round to cast, and can't be used with any other metamagic. Any healing effects these spells may have will only work for Evil targets.

Possession (su) – The Kuro Miko reverses the properties of her Exorcism ability to banish life energy and force evil spirits into unwilling hosts. When she gains this attribute, she can no longer use ranks of Exorcism gained from class levels normally. Instead, the Kuro Miko can make Exorcism checks against a living target only. If the target fails, it suffers a loss of EP as though it were a spirit or undead creature. If reduced to 0 EP or less, the target becomes possessed and an evil spirit takes control of its body.

The possessing spirits the Kuro Miko summons are not under her command, and are initially Indifferent to her. They are always Hostile to good–aligned hosts, and Indifferent to non–good hosts. A spirit remains in the body until properly exorcised, and has an EP score equal to 4 times the Kuro Miko's ranks of Exorcism.

Sacrificial Spell Focus (ex) – A Kuro Miko with Sacrificial Spell Focus can take a full round action to spill blood for use as a consumable spell focus while casting, taking Constitution damage in the process. For each 1 point of Constitution damage she takes, she adds a +2 bonus to her next Fortitude save, and to checks resisting Drain and Control, for a maximum bonus of +10.

She can use the blood of another creature instead, but it must be either willing or forcibly restrained (a successful grapple, followed by a Use Rope check is enough to tie up a Medium creature). Each point of Constitution damage the creature takes only provides a +1 bonus, and has a maximum bonus of +5. If the creature is good–aligned, it takes 2 Constitution damage for every +1 bonus, but the maximum possible bonus increases to +10. The Kuro Miko may use the blood of multiple creatures for a single spell, even combine it with her own, but the bonus can never exceed +10.

Special: Some creatures are immune to ability drain and ability damage, and lack a Constitution score altogether. These creatures can't be used to make blood sacrifices. If the Kuro Miko herself has no Constitution score, she cannot use her own blood for this power.

For characters with Alternate Forms, only the blood of a primary form counts towards the investment.

Sacrificial Quickening (ex) – As a free action, a Kuro Miko can take 6 Constitution damage to cast any spell as a quick action (as though she were using the metamagic feat Quicken) without adding 12 to the casting DC.

Special: A Kuro Miko without a Constitution score can take 6 Charisma damage to use this power. This damage is not subject to immunities or resistances, and does not heal normally. Resting in a Place of Power, even one that has been desacrilized, restores this damage at the rate of 1 ability point per hour of rest.

Finger of Pain (su) – The Kuro Miko's Healing attribute, granted by levels of the Miko class, may be used to do damage equal to half the Hit Points it would normally heal (in other words, 5 damage per rank of healing). This requires a successful touch attack against a living target (constructs and undead are immune). The target can make a Will save for half damage, opposed by the Kuro Miko's Power Usage: Healing check.

MIRACLE WORKER

A Miracle Worker is somewhere between a faith healer and a god. In fact, she is already on her way to becoming a god (albeit a minor kami). As she advances, she gains miraculous feats- unique talents that can improve her healing, empower her Exorcism to damage living Evil creatures, and even alter the outcomes of her Divine Relationship attribute. Those who encounter a Miracle Worker may feel blessed by the gods, or feel badly burnt from repeated holy lightning strikes.

CHARACTERISTICS

A Miracle Worker is almost like a modern cult leader, travelling across Gensokyo (perhaps accompanied by a horde of Flunky worshippers) to perform miracles and attract followers. They might be diviners, onmyouji, spirit mediums, faith healers, or the keepers of ancient forgotten traditions.
Like Mikos, Miracle Workers may have close ties to a particular Celestial being. Their powers come from the faith of their believers, whereas Mikos gain magic from a relationship with all supernatural beings. Characters based on Sanae Kotiya may have levels in this class, and so can divine messengers like Iku Nagae, or resurrected magicians such as Byakuren Hijiri.

HIT DICE AND ABILITY SCORES

The Miracle Worker uses a d6 hit die.

The Miracle Worker benefits from high Charisma. It grants her additional energy, makes her spells more effective, and improves her ability to attract potential followers using skills like Bluff and Perform. A good Constitution modifier improves her Concentration skill and tolerance for damage, vital for healer characters since they tend to draw fire in combat situations. Wisdom is also helpful, since it makes her Exorcism more effective.

CLASSES

Mikos benefit the most from the Miracle Worker's powers, but this class is not limited to being a powered up healer. With Unarmed Attack as a class skill, and a lot of resistance bonuses, she could focus on combat abilities and take a few levels of Martial Artist, incorporating combat bonuses into her spell-like abilities. Multiclassing with charismatic types like the Student can get her ranks of Flunkies- true believers who will lay down their lives to defend her. Other possible candidates are the Dynamic Sorcerers who focus on Divine spells and use bonus CP from character progression to buy the necessary attributes.

REQUIREMENTS

To become a Miracle Worker, a character must fulfill all the following criteria.

- **Alignment:** Any Good alignment
- **Skills:** Knowledge: Religion 8 ranks
- **Feats:** Any metamagic
- **Attributes:** Exorcism 1 rank, Place of Power 1 rank, Spirit Ward 1 rank
- **Spells:** 14 Divine spells known, with at least one Cure spell

CLASS FEATURES

The Miracle Worker's class skills are Bluff, Concentration, Decipher Script, Diplomacy, Gather Information, Intimidate, Knowledge: Architecture, Knowledge: Area, Knowledge: Nature, Knowledge: Occult, Knowledge: Religion, Medical, Perform, Power Usage, Profession, Sleight of Hand, Use Magic Device, and Special Ranged Attack.

Skill points each level: 4+Int.

TABLE 2-11: THE MIRACLE WORKER

Energy Points – Each level, a Miracle Workerï¿½fs Energy Point total

Level	Base Attack Bonus	Casting bonus	Fort. save	Ref. save	Will save	Bonus
1	+0	+1	+2	+0	+2	Miraculous Power, Purity
2	+1	+1	+3	+0	+3	Electricity Resistance 10
3	+1	+2	+3	+1	+3	Miraculous Power
4	+2	+2	+4	+1	+4	Acid Resistance 10
5	+2	+3	+4	+1	+4	Miraculous Power
6	+3	+3	+5	+2	+5	Heightened Senses II: Darkvision
7	+3	+4	+5	+2	+5	Miraculous Power
8	+4	+4	+6	+2	+6	DR 10/Magic
9	+4	+5	+6	+3	+6	Miraculous Power
10	+5	+5	+7	+3	+7	Shintai Ascension

increases by 1d2 + her Charisma modifier.

Spellcasting –A Miracle Worker adds her Spellcasting bonus (listed under Cast) to Fort. saves resisting Drain and Control checks (totaled with bonuses from other classes). Casting a spell requires an attack action. Her caster level is equal to her Miracle Worker spellcasting bonus (not her level) plus her Miko levels, or levels from ranks of Dynamic Sorcery (if any).
A Miracle Worker can cast spells as her base class (such as a Miko or Dynamic Sorcerer) or as a Miracle Worker. This has no effect on Caster Level, but if she casts as a Miracle Worker, she uses her Charisma modifier instead of Intelligence or Wisdom.

Spell Slots - A Miracle Worker gains 2 spell slots per level, which start out empty. She must learn all her spells, just like a Dynamic Sorcerer.
At each new level, the Miracle Worker automatically has a chance to learn 1 new Divine spell of her choice, in the same way a Miko's Kami Nature ability gives her 2 per level. She can also use her Knowledge: Nature skill to substitute for her Knowledge: Religion or Knowledge: Arcane skills when learning new spells. These new spells may only be cast as a Miracle Worker, meaning she adds her Charisma modifier to the spell save DC.

Restriction: Alignment – A Miracle Worker who violates her Good alignment (usually by committing an evil act of some kind) loses all spells learned by taking levels of this class, as well as all class bonuses. She cannot regain use of these abilities, or advance to further levels of Miracle Worker, until she has been properly punished for her transgression. "Punishment" is usually resolved with the Atonement spell, but may also include physical beatings from a Miko, or completing a Geas/Quest.

Purity (ex) – A youkai Miracle Worker whose traits are vulnerable to Positive Energy is instead weak to Negative Energy. Damage from Negative Energy may only be healed or regenerated in a Hallowed area or Place of Power.

Miraculous Powers (su) – These special abilities are available to the Miracle Worker at 1st level, and at every 2 levels after that. She may only select one power at a time, and some powers can be taken more than once.

List of Miraculous Powers:
- **Blessed Danmaku** – Add the Good descriptor to a spell card attack for double damage against Evil targets.
- **Divine Intervention** – Pay EP to improve the outcome of a die rerolled with Divine Relationship.
- **Divine Heightening** – Permanently Heighten a single spell by 2 levels.
- **Faith Healing** – Cure and Repair spells are Maximized when used on Good creatures.
- **Reiki Waves** – Spirit Ward, Exorcism, and touch spells gain 30 ft. of range.
- **Surging Exorcism** – Exorcism deals damage to all Evil creatures and becomes an Area attack.

Blessed Danmaku – This adds the Good descriptor to one of the Miracle Workerï¿½fs spell cards, and doubles its damage against Evil aligned targets. For multiple spell cards, this power may be taken more than once.

Divine Intervention – When using Divine Relationship, the Miracle Worker can improve the die result, spending 1 Energy Point for each +2 bonus she adds, up to a maximum number of times equal to her Miracle Worker level + her Charisma modifier. She must declare the use of this power before the roll. Using this power, it is possible to achieve a result higher than a natural 20.
Divine Intervention is only available once per day, although this power can be taken again for extra uses.

Divine Heightening – This permanently Heightens one of the Miracle Worker's Divine spells by 2 levels without altering the casting DC. She may take this power multiple times to Heighten more than one spell, or to Heighten the same spell up to 4 times.

Faith Healing – All of the Miracle Worker's Cure and Repair spells are automatically Maximized when targeting Good creatures. This does not alter the casting DC.

Reiki Waves – The Miracle Worker can use Spirit Ward, Exorcism, and touch ranged spells on targets up to 30 ft. away. An attack spell uses Special Ranged Attack instead of the Unarmed Attack skill.

Surging Exorcism – The Miracle Worker's Exorcism attribute becomes an area attack with a radius of 5 ft. per Exorcism rank. Its range is equal to 30 ft, +5 per rank beyond the first. Creatures affected by the attribute take 1d8 Positive Energy damage for every rank of Exorcism. Succeeding on the opposed Will save reduces the damage by half. The Miracle Worker may use Exorcism to deal Positive Energy damage to any Evil-aligned creature, not just those who are normally vulnerable to the Attribute.

Electricity Resistance 10 (ex) – A 2nd level Miracle Worker has 10 points of Electricity Resistance. This is equal to 10 points of Optimized Armor.

Acid Resistance 10 (ex) – A 4th level Miracle Worker has 10 points of Acid Resistance. This is equal to 10 points of Optimized Armor.

Heightened Senses II: Darkvision (ex) – A 6th level Miracle Worker can see as far as 60 ft. in total darkness.

Table 2-12: Half-Celestial Ability Costs

Hit Dice	Spell-Like Ability	Energy Point Cost
1-2	Bless	2
1-2	Protection from Evil	2
3-4	Aid	3
3-4	Detect Evil	2
5-6	Cure Serious Wounds	3
5-6	Neutralize Poison	4
7-8	Holy Smite	4
7-8	Remove Disease	3
9-10	Dispel Evil	4
11-12	Holy Word	5
13-14	Holy Aura	5
13-14	Hallow	4
15-16	Mass Charm Monster	5
17-18	Summon Monster IX (Celestials only)	6
19-20	Resurrection	7

Shintai Ascension (ex) – At 10th level, the Miracle Worker becomes a minor kami, acquiring the Half-Celestial template. Resistances and other attributes granted by the template do not stack with those acquired from her class levels.
Note: Only hit dice from class levels count towards this template.
Spell-like abilities from the template have no Wealth, material, or XP cost, and take only 1 standard action to cast. This includes spells like Resurrection and Summon Monster.

Everybody's an assassin these days. Even the Miracle Worker from the last picture.

The Nightshades are a secret organization of psychic assassins whose sworn purpose is to preserve the balance of death in the service of life and mortality. They are said to be masters of a forbidden martial arts technique which can kill anything with a single blow– even kill an immortal. Striking from the darkest shadows, their targets are mostly youkai, apparently at random. Of course the Nightshades would claim these killings are all part of a grand and very complicated design to keep certain powerful youkai organizations from taking over Gensokyo. And then they'd kill the listener.

CHARACTERISTICS

Like Ninjas, Nightshade are spies and assassins. They can be anyone, anywhere, and there is no telling who they're working for. The fat bartender who's always telling boring stories and never listens to anyone? Nightshade. The couple making out behind the tea house? Nightshades. The creepy looking butler who gropes all the guests? Nightshade, and a huge pervert. The little girl selling candy at the local shrine? Probably not, but the guy on the rooftop throwing poisoned knives at your torso is definitely a Nightshade.

This class can also represent psionic characters like Koishi Komeiji. Koishi's ability to manipulate the subconscious to sneak around is very close to Cloud Mind, and Death Urge might be an extreme extension of this power. Considering that her inner eye is supposed to be closed, it makes more sense that she'd have these restricted abilities, rather than be a full Dynamic Psion.

HIT DICE AND ABILITY SCORES

The Nightshade uses a d6 hit die.

Dexterity is the most important ability for a Nightshade. It improves her Hide and Move Silently skills, as well as her Initiative, giving her more opportunities to use Sneak Attack effectively, and to hide long enough to study enemies. Intelligence is second most important. It improves the effectiveness of her Psionic powers, skills, and gives her more Energy Points each level. Charisma should not be overlooked, since it helps her Bluff skill, allowing her to distract targets or feint to use her deadly Sneak Attack or Technique against them.

CLASSES

Ninjas are on the fastest path to becoming Nightshades. Adventurers and Shapechangers lack the necessary combat skills, but their unusual talents can also make them excellent Nightshades later on. Dynamic Sorcerers, Dynamic Psions, and Mikos are probably an inefficient choice, since the Nightshade's powers are much weaker than those characters' capacity for magic or psionics. Gun Bunnies and Hot Rods fare much better, though the 30 ft. range of Sneak Attack is something of a hindrance to snipers.

REQUIREMENTS

To become a Nightshade, a character must fulfill all the following criteria.

- **Skills:** Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Poisons 4 ranks, Unarmed Attack or Melee Attack 4 ranks
- **Feats:** Improved Initiative, Sneak Attack
- **Attributes:** 1 or more Skill Tricks, Personal Gear 1 rank
- **Special:** Must survive initiation and master the Forbidden Technique. Upon joining the Nightshades, the only way out is to die.

CLASS FEATURES

The Nightshade's class skills are Autohypnosis, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Poisons, Search, Seduction, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope, Archery, Melee Attack, Melee Defense, Ranged Defense, Thrown Weapons, Unarmed Attack, Unarmed Defense

Skill points each level: 4 + Int.

Forbidden Technique (ex) – All Nightshade initiates must master the Forbidden Technique to prove they are worthy of further training in the secret arts. The technique is mostly identical to the Assassin's Death Attack . The Fort. save is (10 + the Nightshade's class level + the Nightshade's Int. modifier).

The difference: the Forbidden Technique can paralyze or kill Plant Youkai, Doll Youkai, Tsukumogami, Ghosts, and Hourai Immortals, overcoming their natural immunity to death effects. This only works if the Nightshade could normally make a Sneak Attack against them. Mechanical Sneak Attack and Supernatural Sneak Attack can allow her to make Sneak Attacks against these kinds of targets.

If a Construct, Undead, or Immortal creature dies from the attack, its soul is annihilated. Only a Wish, Miracle, or Reality Revision can bring it back. This attack will disrupt an Immortal creature's Reincarnation Attribute.

TABLE 2-13: THE NIGHTSHADE

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+0	Forbidden Technique, Sneak Attack
2	+1	+0	+3	+0	Psionics +1, Uncanny Dodge
3	+2	+1	+3	+1	Sneak Attack , Mechanical Sneak Attack
4	+3	+1	+4	+1	Psionics +1
5	+3	+1	+4	+1	Sneak Attack, Steal Anything
6	+4	+2	+5	+2	Psionics +1, Supernatural Sneak Attack
7	+5	+2	+5	+2	Sneak Attack, Improved Uncanny Dodge
8	+6	+2	+6	+2	Psionics +1, Shadow Fade
9	+6	+3	+6	+3	Sneak Attack
10	+7	+3	+7	+3	Poison Immunity, Psi Focus

Table 2-14: Nightshade Powers

Power Name	Psionics Rank	Power Save DC	MP cost	EP cost
Body Equilibrium	1	None	4	2
Catfall	1	None	4	2
Chameleon	1	None	4	2
Concealing Amorpha	1	None	4	2
Create Sound	1	None	4	2
Danger Sense	1	None	4	2
Demoralize	1	11 + Int.	4	2
Distract	1	11 + Int.	4	2
Empathy	1	None	4	2
Telempathic Projection	1	11 + Int.	4	2
Skate	1	None	4	2
Animal Affinity	2	None	5	3
Clairvoyant Sense	2	None	5	3
Cloud Mind	2	12 + Int.	5	3
Conceal Thoughts	2	12 + Int. (harmless)	5	3
Control Light	2	None	5	3
Detect Teleportation	2	None	5	3
Disable	2	12 + Int.	5	3
False Sensory Input	2	12 + Int.	5	3
Sense Link, Forced	2	12 + Int.	5	3
Wall Walker	2	None	5	3
Death Urge	3	13 + Int.	6	3
Escape Detection	3	None	6	3
Keen Edge, Psionic	3	13 + Int. (harmless)	6	3
Prevenom Weapon	3	None	6	3
Read Thoughts	3	13 + Int.	6	3
Trace Teleport	3	None	6	3
Vigor	3	None	6	3
Cloud Mind, Mass	4	14 + Int.	7	4
Dimension Door, Psionic	4	14 + Int. (object)	7	4
Evade Burst	4	None	7	4
Freedom of Movement, Psionic	4	None	7	4
Modify Memory, Psionic	4	14 + Int.	7	4
Remote Viewing	4	14 + Int.	7	4
Truevenom Weapon	4	14 + Int.	7	4

Psionics – The Nightshade gains ranks of Psionics from her class levels. She may only purchase powers from the Nightshade power list with Magic Points earned this way. Otherwise, these ranks of Psionics add to existing ranks of the attribute, increasing her Manifester Level by 2 per rank.
Energy Points – The Nightshade gains 1d2 EP + her Int. modifier each level.

Mechanical Sneak Attack (su) – A 3rd level Nightshade learns how to disrupt a spirit that resides within an object, harming its vital anima. This allows her to make Sneak Attacks against humanoid Constructs, such as Tsukumogami and Doll Youkai, adding the bonus damage when successful. The target remains immune to extra damage from her critical hits and called shots to vital areas.

Steal Anything (ex) – A 5th level Nightshade can steal any item with a successful melee Touch Attack, followed by a Sleight of Hand check opposed by the target's Spot. "Anything" includes objects already worn or held by the character, such as weapons, armor, magical clothing, jewelry, talismans, backpacks, prosthetic limbs, glass eyes, and underpants. It may take a moment before the target notices she has been robbed. Touch attacks must be made against the item itself, incurring a –8 penalty for a called shot.

Supernatural Sneak Attack (su) – A 6th level Nightshade learns to strike a target's ki energy directly, regardless of its physical body. She can make Sneak Attacks against ghosts and other Undead, Plant Youkai, and elemental spirits, adding the bonus damage when successful. The target remains immune to extra damage from her critical hits and called shots to vital areas.
Special: An Incorporeal target counts as having total concealment, so it is only a valid target if the Nightshade is using an attack with the Affects Incorporeal special ability (for example, an attack made with a Ghost Touch weapon).

Shadow Fade (ex) – An 8th level Nightshade can use Shadow Dance (a Skill Trick) without the prerequisites, any number of times per day. If she already has Shadow Dance, she also receives 1 Character Point.

Poison Immunity (ex) – At 10th level, the Nightshade is immune to poison attacks and damage from poison danmaku. She can suppress this attribute voluntarily to compete in drinking games or use certain feats. This is worth 3 CP if the character was already immune.

Psi Focus (ex) – All powers acquired from levels of this class increase their save DCs by 3.

PUPPET MASTER

Using metaphysical strings, the Puppet Master imparts some of her own spirit into her Flunkies, exerting more of her influence until she can manipulate them like extra hands. As her power increases, so does the power of her Flunkies. She can make her Flunkies dance and change places, or instantly return to her. At the height of her influence she can enter a trance state to inhabit the body of a Flunky, exerting total control over its every motion.

CHARACTERISTICS

A sure sign of a Puppet Master is that she is never apart from her Flunkies. She is characteristically obsessed with them, and may have a lifelong history of attachment. For example, if she has doll Flunkies, it might be that they start out as her ordinary dolls. She is not content to collect dolls, paint and build her own, or even play with them. Maybe she has a huge collection already, and she talks to them, pours them little cups of sake, dresses them up as people she knows and nails them to trees. Soon her little doll friends move and act on their own, and her influence becomes ever more peculiar.

HIT DICE AND ABILITY SCORES

The Puppet Master uses a d8 hit die.

Dexterity is important to the Puppet Master, since many of the extra tasks she can perform with Puppet Strings are related, and her Guignol ability relies on Sleight of Hand. Intelligence is also important for getting the most out of her skills, especially when crafting and repairing new dolls. If she relies on Aura of Command to control and inspire her Flunkies, it helps to have high Charisma, too.

CLASSES

The Puppet Master class favors all kinds of characters. Magical characters like the Dynamic Sorcerer benefit from the ability to cast spells remotely by possessing a Flunky. Charismatic fighters, particularly Samurai, use their Flunkies as expendable soldiers, spies, diplomats, and scouts. Adventurers, and particularly Students, have all the necessary skills for this class.

PUPPET MASTERS IN GENSOKYO

Alice Margatroid is the obvious inspiration for this class. She could have a protégé or a nemesis, so she isn't the only Puppet Master in Gensokyo. Other characters, such as Rin Kaenbyou and Hong Meiling, are known to rely on extra combatants for tactical advantages, and could make use of the extra CP this class awards to Flunkies. A goddess with a small cult might use the Marionette ability to inspire her most loyal followers.

REQUIREMENTS

To qualify as a Puppet Master, a character must fulfill all the following criteria.

- **Skills:** Sleight of Hand 6 ranks
- **Feats:** Elite Flunkies
- **Attributes:** Flunkies 2 ranks
- **Other:** The character's Flunkies must be Small, Tiny, or Diminutive. They do not need to be Doll Youkai, just unusual in some way (exa: Mindless undead, elementals, or small animals).

CLASS FEATURES

The Puppet Master's class skills are Craft, Diplomacy, Disable Device, Handle Animal, Hide, Knowledge: Arcane, Knowledge: Cultural Arts, Knowledge: Occult, Perform, Repair, Sleight of Hand, Speak Languages, Use Magic Device, and Use Rope. Her combat skills are Ranged Defense, Thrown Weapons, and Special Ranged Attack.

Skill points each level: 4+Int.

Puppet Strings (su) – A 1st level Puppet Master can create magical strings to exert limited control of multiple Flunkies at once. Any of the Puppet Master's Flunkies within 50 ft. of her may act as Extra Arms (see PDF), taking no other actions for the duration of this special ability. She may connect up to 2 Flunkies per Puppet Master level (10 max) in this way. This counts as a standard action.

For every Flunky she has connected to, the Puppet Master can use one of her skills while performing another skill check. She may only add the following skills in this way: Craft (any), Demolitions, Disable Device, Forgery, Medical, Open Lock, Perform, Repair, Sleight of Hand, Use Magic Device, and Use Rope. She can add the same skill more than once, using the highest result.

The total length of time is always equal to the longest skill check. If she can make 10 checks at once, she is allowed to take 10 in the same amount of time.

In battle, a combat Flunky attached to Puppet Strings can move and act as though inspired by Aura of Command, following the Puppet Master's mental commands. However, it uses its own combat skills, not the Puppet Master's. Non-combat Flunkies will just break their strings trying to flee, unless they are possessed by a stronger will.

TABLE 2-15: THE PUPPET MASTER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	Puppet Strings, +3 CP
2	+2	+0	+3	+3	+5 Flunky CP
3	+3	+1	+3	+3	Guignol, +3 CP
4	+4	+1	+4	+4	+5 Flunky CP
5	+5	+1	+4	+4	Marionette

+5 Flunky CP (ex) – At 2nd and 4th levels, a Puppet Master gains 5 discretionary CP to spend on improving her Flunkies.

Guignol (su) – Using careful hand motions, a 3rd level Puppet Master can swap the positions of Flunkies attached to her Puppet Strings, even withdraw them in the blink of an eye.

As a move action, she can make a Sleight of Hand check (DC 10) to instantly swap the positions of two Flunkies attached to her Puppet Strings. Alternatively, she can make a Sleight of Hand check (DC 15) to withdraw a single attached Flunky, bringing it into her hand or within 5 ft. of her. Flunky movement in this way does not provoke an Attack of Opportunity. It does not count against the Flunky's movement on its turn.

Marionette (su) – A 5th level Puppet Master can temporarily possess one of her own Flunkies, controlling it with masterful precision. Possessing a flunky requires a standard action to initiate, which may be dismissed at will. A Puppet Master can possess any Flunky within range of her Puppet Strings. Once she is in control, the range becomes unlimited, and she may detach the strings at will.

While possessing a Flunky, the Puppet Master cannot move or take any other actions until her concentration is broken. She is almost oblivious to her surroundings, taking a –6 penalty on all Wis. related checks to notice any nearby activity. If she is damaged in this state, she must make a Concentration check or lose her connection. If the Flunky is rendered unconscious or destroyed while possessed, the connection is broken instantly.

When a Flunky is possessed, it is effectively the Puppet Master's new body. Its HP, EP, and other physical characteristics (such as its size, racial attributes, Con. related attributes, spell cards, and equipment) are unchanged. It retains its Constitution score, but its other abilities are those of the Puppet Master. A possessed Flunky uses its own Fort. save, while its Ref. and Will saves are the Puppet Master's. Any Mind-Affecting effects targeting a possessed Flunky are redirected to the controller, even if the Flunky is normally immune.

Puppet Master uses her own skills and non-physical attributes (such as Dynamic Sorcery) in place of the Flunky's while she is in control. The Flunky's senses are shared by the Puppet Master, so modifiers from the Flunky's attributes like Heightened Senses may also apply, but she loses the use of any special bonuses or extra senses the Flunky does not share.

In combat, the Flunky uses its controller's initiative, base attack, AC, and combat skills. Attack and AC are modified by the Flunky's size rather than the controller's. The Flunky may attack with its own spell card or the Puppet Master's, although it may only bomb using the Puppet Master's card.

This is the equivalent of 1 rank of Mind Control (Flunkies only).

ROCKBUNNY

The Rockbunny is an agile, daredevil performer. Often depicted as a girl in a bunny costume carrying an electric guitar, she is part dancer, cheerleader, and artillery. Good looks, crazy antics, loud noise, and the power of rock and roll are her weapons of choice. Though she may be something of a scene stealing nuisance to some, it's hard for anyone not to like her, even if they don't agree with her tastes in fashion and music.

CHARACTERISTICS

A Rockbunny always has two things: a musical instrument (usually a guitar, though her voice also counts) and a flashy costume. The costume is traditionally a Playboy bunny outfit, but it could be just about anything, as long as it counts as a uniform and is separate from regular clothes. For example: a maid outfit, gym clothes, miko robes, a naval uniform, even a particular arrangement of street clothes. It cannot involve anything heavy like body armor or shields. If the Rockbunny is part of a band, the members can be represented by ranks of Flunkies (or Servants if the other members are important NPCs).

HIT DICE AND ABILITY SCORES

The Rockbunny uses d6 hit dice.

Charisma is the most important attribute for the Rockbunny, since it improves her class abilities like Seductive Posture and Rock & Ruin, and many of her skills are Charisma based. Intelligence is also important, since it helps her gain enough ranks of the Perform skill to use her abilities, and it improves her defense from 2nd level onward.

CLASSES

While anyone who can play a tune can become a Rockbunny, Students and Adventurers are attracted to this prestige class because of their reliance on skills, versatility, and unconventional attacks. Magical Girls and Shapeshifters, because of their high Charisma, are also likely to become Rockbunnies. Occasionally Sentai take levels of this class to augment their team abilities. Magical classes like the Dynamic Sorcerer, if they focus on support spells, can make interesting Rockbunnies at the expense of spellcasting levels.

ROCKBUNNIES IN GENSOKYO

The Prismriver Sisters are a good possibility for NPCs with this class. They may also have levels of Sentai Member, or ranks of Combined Attack, and take the Famous defect. Other NPCs might be stranded human musicians or pop idols from the outside world.

REQUIREMENTS

To qualify as a Rockbunny, a character must fulfill all the following criteria.

- **Base Attack:** +3
- **Skills:** Perform (Instrument or Vocal) 8 ranks, Knowledge: Cultural Arts 6 ranks, Tumble 6 ranks
- **Feats:** Evasion
- **Attributes:** Personal Gear 1 rank (must include an alternate outfit and an appropriate instrument)
- **Other:** Character must be female, or a male transvestite

CLASS FEATURES

Table 2-16: The Rockbunny

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+1	+1	+0	Inspire Courage, Instrument of Power +1, Unlimited Access
2	+1	+2	+2	+0	Inspire Competence
3	+1	+2	+2	+1	Inspire Courage 2, Kinesthesia
4	+2	+2	+2	+1	Instrument of Power +1, Wealth +1
5	+2	+3	+3	+1	Adrenaline Rush, Inspire Greatness
6	+3	+3	+3	+2	Rock & Ruin, Seductive Suggestion, Instrument of Power +1
7	+3	+4	+4	+2	Inspire Courage 3
8	+4	+4	+4	+2	Speed +1, Wealth +1
9	+4	+4	+4	+3	Inspire Heroics
10	+5	+5	+5	+3	Compelling Performance, Inspire Courage 4

The Rockbunny's class skills are Balance, Bluff, Craft, Diplomacy, Disable Device, Escape Artist, Gamble, Gather Information, Intimidate, Jump, Knowledge: Business, Knowledge: Cultural Arts, Knowledge: Foreign Culture, Knowledge: Social Sciences, Knowledge: Streetwise, Perform, Profession, Seduction, Sense Motive, Sleight of Hand, Tumble, Melee Attack, and Special Ranged Attack.

Skill points at each level: 4+int

Inspire Courage
(d20 SRD)
A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5

Inspire Courage (su) – A Rockbunny with 8 or more ranks in a Perform skill can sing or play music to inspire courage in her allies (including herself), improving combat abilities and all-around team spirit. This produces the same effect as a Bard's Inspire Courage ability. The bonus increases to +2 at level 3, +3 at level 7, and +4 at level 10.

Instrument of Power (ex) – As Item of Power, but the item must be an instrument or handheld microphone. This does not affect bonus CP, and the item must be activated in order to use. If the effects are ongoing (such as Flight or Immunity, but not including the effects of Special Attacks), treat it as a full action each round it is active, which provokes Attacks of Opportunity and requires

rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.
Inspire courage is a mind-affecting ability.

Inspire Competence

A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.
The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible (combat skills, passive skills, and anything that requires silence like Move Silently). The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes.
A bard can't inspire competence in himself.
Inspire competence is a mind-affecting ability.

Inspire Greatness

A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Inspire Heroics

A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter.
Inspire heroics is a mind-affecting ability.

a Perform check to sustain if the user is damaged or distracted (DC is 10+damage). (This is because the Rockbunny's instrument only works as long as she is playing it correctly.)

Unlimited Access (ex) – Because of her personality, good looks, or presence alone, a Rockbunny can gain access to places that are normally off limits to others or just really expensive. Where others would require a Diplomacy or Bluff check to get into a private party or invitation-only event, the Rockbunny adds a bonus equal to her Rockbunny level.

Inspire Competence (su) – A Rockbunny of 2nd level or higher, with 10 or more ranks in a Perform skill can play a song to help an ally succeed at a task, producing the same effect as a Bard's Inspire Competence ability.

Kinesthesia (ex) – A Rockbunny has an acute sense of where her body is in relation to her surroundings. Her Int. bonus goes to her AC, allowing her to gracefully dodge attacks, and appearing as though it was all choreographed. Carrying a shield, or wearing body armor or heavy clothing (such as a parka or leather jacket) inhibits this sense, negating the bonus.

Adrenaline Rush (ex) – As an attack action, a Rockbunny of 5th level or higher can spend 1 Energy Point to increase a physical ability score (Str., Dex., or Con.) by 1d4+1. The effect lasts for a number of turns equal to her levels of Rockbunny. At the end of the duration, the Rockbunny is fatigued for 1d4+1 rounds.

Inspire Greatness (su) – A Rockbunny of 5th level or higher, with 13 or more ranks in a Perform skill can use music to inspire greatness in herself or a single willing ally within 30 ft, boosting its fighting spirit. She gains an additional targets as her Rockbunny levels improve (2 targets at 7th level, 3 targets at 9th level, 4 targets at 10th level). This produces the same effect as a Bard's Inspire Greatness ability.

Rock & Ruin (ex) – With practice, a Rockbunny can apply her unique charm to special attacks, making them flashier and deadlier. A Rockbunny may add her Cha. bonus to damage while making a Special Attack. This does not apply to secondary Special Attacks, or attacks with Muscle Powered or No Damage as special qualities.

Seductive Suggestion (sp) – At 6th level, a Rockbunny with 12 or more ranks of the Seduction skill develops so much cleav- uh, force of character, she can convince a single target to regard her as a trusted friend (unless the person is being attacked by the Rockbunny or her allies). The target makes a Will save vs. a DC of 10 + Rockbunny's class lvl + her Cha. bonus.
Failure changes the NPC's attitude to Friendly, and allows the Rockbunny to influence the actions of the target by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates this effect.
The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. The Rockbunny can instead specify conditions that will trigger a special activity during the duration (the duration is 1 hour per Rockbunny level, or until the action is completed). If the condition is not met before the duration expires, the activity is not performed.
A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Inspire Heroics (su) – A Rockbunny of 9th level or higher, with 17 or more ranks in a Perform skill can use music to inspire tremendous heroism in herself or a single willing ally within 30 ft. This produces the same effect as a Bard's Inspire Heroics ability. A Rockbunny may add targets by expending 1d6 Energy Points per ally.

Compelling Performance (su) – At 10th level, a Rockbunny's talent increases to the point where she can inspire a single powerful emotion of her choice- arousal, despair, or rage- in a target. The emotion she inspires affects one target within 15 ft. of her (or within anything broadcasting the performance, like an amplifier or a TV). The effects of the performance on the target last for 1d4+1 rounds. Using this ability is a full round action. The target makes a Will save vs. a DC of 10 + the Rockbunny's class level. If the target succeeds, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion described below:

Table 2-17: Art of Distraction

Targets	DC
2	12
3-10	16
11-50	19
51-200	22
201-1,000	25

Arousal: The target suffers a tremendous nosebleed and is dazed. This is not affected by the sex of the target, or its anatomy (if the target has no nose, for example, it squirts blood from wherever the nose would be).
Despair: -2 penalty (morale) on all saves, attack rolls, ability checks, skill checks, and weapon damage rolls.
Rage: As Rage. The target is compelled to fight, regardless of danger. If the Rockbunny has 1 or more ranks of Art of Distraction (attribute), she can use the attribute in combination with Compelling Performance to affect multiple targets. The range becomes hearing range (the range of Art of Distraction), and the Rockbunny must succeed on an Art of Distraction check. A Rockbunny cannot affect more targets than Art of Distraction would normally allow. The DC depends on the number of targets within range, listed in table 2–6.

SPIRIT HUNTER

Spirit Hunters are privately contracted paranormal investigators, specializing in ghostly phenomena, parapsychological profiling, exorcism, Higan law, and the containment of troublesome undead. They do much of the same work as Shinigami (grim reapers, basically), except they aren't paid by the Higan government (the judge, jury, and executioners of the dead), and they don't have to collect spirits or ensure that they safely cross over to the Netherworld. Spirit Hunters have Organizational Ties to Higan, which includes a Spirit Hunter License. Those who work without a license operate outside Higan law, and don't have special gear and access privileges (such characters often acquire the Wanted defect).

CHARACTERISTICS

Spirit Hunters spend their lives chasing phantoms. Literally. They're often finding them in places nobody else can see. Whenever there is a paranormal incident in Gensokyo, a Spirit Hunter is there to ask impolite questions and threaten the uncooperative witnesses. But this does not mean they are obsessed with ghosts. In fact, the average Spirit Hunter can be a cheerful companion, amusing her friends with a repertoire of UFO stories, conspiracy theories, urban legends, disturbing myths, and an assortment of dubious factoids, all given in the same creepy monotone as if they were somehow related.

Residents of the Netherworld, particularly Ghosts, Half Ghosts, and Half Shinigami are inclined to take up this class, perhaps seeking a measure of self-understanding. Occasionally, a Shinigami or a Celestial becomes dissatisfied with the way the Higan bureaucracy enforces its own laws, revoking her higher status in court to solve cases her own (possibly disgruntled) way. Humans, especially Human Outsiders, who find themselves at the center of paranormal events may become Spirit Hunters out of fascination with ghostly phenomena.

HIT DICE AND ABILITY SCORES

The Spirit Hunter uses a d6 hit die.

Wisdom or Charisma is the most important ability for the Spirit Hunter. One determines her attributes, energy points, and the saves for her spell-like abilities, which is selected upon taking this class. Detective style characters may want to choose Charisma to make infiltration and information extraction easier. Fighter style characters tend to select Wisdom, which improves skills with immediate combat benefits, particularly Sense Motive and Spot.

CLASSES

Adventurers and Students are the most likely to become Spirit Hunters, since they often have the investigative skills necessary. Other classes, like the Martial Artist and Hot Rod, may benefit from the Spirit Hunter's spell-like abilities and Ghost Combat. Magical characters like the Dynamic Sorcerer and Miko sometimes become Spirit Hunters, learning Divinations and Enchantments to aid investigation. Dynamic Psion/Spirit Hunters are just as effective, especially Earth, Fire, and Metal disciplines.

REQUIREMENTS

To qualify as a Spirit Hunter, a character must fulfill all the following criteria.

- **Base Attack:** +5
- **Skills:** Decipher Script 4 ranks, Research 4 ranks
- **Attributes:** Divine Relationship 2 ranks, Exorcism 3 ranks, Organizational Ties 1 rank, Sixth Sense 1 rank

TABLE 2-18: THE SPIRIT HUNTER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+0	+2	Detect Undead, Disrupt Undead, Investigator Gear
2	+1	+3	+0	+3	Immunity: Exorcism
3	+1	+3	+1	+3	Immunity: Possession
4	+2	+4	+1	+4	Shinigami Scythe, Hide from Undead

CLASS FEATURES

The Spirit Hunter's class skills are Decipher Script, Gather Information, Intimidate, Investigate, Knowledge: Law, Knowledge: Occult, Knowledge: Police Sciences, Knowledge: Religion,

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
5	+2	+4	+1	+4	Ghost Combat
6	+3	+5	+2	+5	Special Movement: Dimension Hop (Netherworld)
7	+3	+5	+2	+5	Halt Undead
8	+4	+6	+2	+6	+3 Spirit Ward, Shinigami Vision
9	+4	+6	+3	+6	Death Ward, Searing Light
10	+5	+7	+3	+7	Ethereal Jaunt, Undeath to Death

Knowledge: Streetwise, Listen, Medical, Open Lock, Pilot, Poisons, Power Usage, Profession, Repair, Research, Search, Sense Motive, Spot, Survival, Use Magic Device, Special Ranged Attack, Melee Attack, and Melee Defense.

Skill points at each level: 4+Int.

Spell-Like Abilities – The Spirit Hunter gains Spell-Like Abilities through her class levels. Her caster level is equal to her Spirit Hunter level.
Upon taking the first level of this class, the Spirit Hunter must choose either Wisdom or Charisma as her relevant ability score. This ability provides the modifier for the Spirit Hunter's spell save DCs. For each level of this class, the Spirit Hunter's maximum Energy Points increase by 1d2 + her relevant ability modifier.

Investigator Gear (ex) – The equivalent of Personal Gear rank 2 with the Conditional Ownership defect, as follows:

- **Weapons:** Pepper Spray, Scythe
- **Vehicles:** Lycoris Personal Flying Oar
- **Clothing:** Photojournalist's Vest
- **Misc (stored in vest):** Binoculars, Calligraphy Pen, Inkstone, Notepad, Compass, Crowbar, Camera (35mm), Film x10, Duct Tape, Evidence Kit, Flashlight, Lockpick Kit, Medkit, Multitool, Rope, Spirit Hunter License, Spirit Shackles (manacles with Ghost Touch ability), Entrenchment Tool (portable folding shovel), Toxicology Kit
- **Ownership Condition:** Cannot violate Higan law

Detect Undead (sp) – A Spirit Hunter may cast Detect Undead as a spell-like ability for 2 EP.

Disrupt Undead (sp) – A Spirit Hunter may cast Disrupt Undead as a spell-like ability for 2 EP.

Immunity: Exorcism (ex) – A 2nd level Spirit Hunter is immune to the Exorcism attribute and related effects.
A character who is already immune or not subject to Exorcism receives 4 bonus CP instead.

Immunity: Possession (ex) – A 3rd level Spirit Hunter is immune to Possession and related effects. The Spirit Hunter may choose to allow a beneficial possessor despite this immunity, though it may be activated at will (as a swift action) if the possessor turns hostile, automatically ejecting the spirit.
A character who is already immune or not subject to Possession (a Ghost character, for example) receives 4 bonus CP instead.

Shinigami Scythe (ex) – When a 4th level Spirit Hunter attacks an Undead creature or ectoplasmic construct with a Scythe, Kama, or Spell Card with the Blade shape, her critical hits and Sneak Attacks apply as though the target were not immune.

Hide from Undead (sp) – A 4th level Spirit Hunter may cast Hide from Undead as a spell-like ability for 2 EP.

Ghost Combat (su) – The Spirit Hunter's melee weapon attacks automatically gain the Affects Incorporeal special attack ability. While in an ethereal state, the Spirit Hunter's melee attacks can affect corporeal targets if she uses a magic weapon, ignoring miss chances from concealment as though she had the Zen Attack attribute.

Special Movement: Dimension Hop (su) – A 6th level Spirit Hunter can use the Dimension Hop attribute to reach the Higan Court, where the great Shikeieki Yamaxanadu judges the souls of the deceased. From there, the Spirit Hunter may consult with the Shinigami for advice, access the archives, even forge contracts with the celestials, devils, and ghosts. She may also use her Organizational Ties to call in favors from Shikeieki herself.

Halt Undead (sp) – A 7th level Spirit Hunter may cast Halt Undead as a spell-like ability for 3 EP.

Shinigami Vision (sp) – An 8th level Spirit Hunter sees through the veil of life, revealing all things mystical and invisible. This has the same effect on her as a permanent True Seeing spell.

Death Ward (sp) – A 9th level Spirit Hunter may cast Death Ward as a spell-like ability for 4 EP.

Searing Light (sp) – A 9th level Spirit Hunter may cast Searing Light as a spell-like ability for 3 EP.

Ethereal Jaunt (sp) – A 10th level Spirit Hunter may cast Ethereal Jaunt as a spell-like ability for 5 EP.

Undeath to Death (sp) – A 10th level Spirit Hunter may cast Undeath to Death as a spell-like ability for 5 EP.

Lycoris – Personal Flying Oar (Vehicle)

Type: *Vehicle*
Class: *Flying Oar*
Size: *Medium*
Hit Points: *10*
Occupants: *1*
Cargo: *200 lbs.*
Armor: *5*
Str: *--*
Defense: *+1*
Air Speed: *50 mph (9 squares);*
Ceiling: *500 ft.*
Handling: *5/5*
Special abilities: *Air boost (+50 mph; +9 squares)*
Exotic abilities: *Spells*
Defects: *Open*
Weaponry: *None*
Required skills: *Pilot*
Caster Level: *3*
Spell Like Abilities: *Dancing Lights (2 EP), Ghost Sound (2 EP), Message (2 EP), Gust of Wind (3 EP)*

While the people of Gensokyo travel on flying broomsticks, the people of the Netherworld rely on wooden oars enchanted with the same kinds of magic. The Lycoris is designed for practical, everyday use. Its dependability has made it ideal for Spirit Hunters, who frequently traverse the Higan River but lack the authority to pilot boats across the waters.

Skilled riders are able to make full use of the Lycoris's potent flying magic. By adjusting the angle of attack during flight, a pilot can "tip" the propulsion spells from the handle into the paddle, doubling flight speed. This speed boost lasts up to 1 hour at a time, but each use causes the handle to develop hairline cracks as the magic drains from it, doing 6 damage to the vehicle. These cracks may be repaired on the ground, requiring a DC 15 repair check which takes at least 1 hour (or more, depending on how long it will take hide glue to dry). Activating or deactivating the air boost requires a move action.

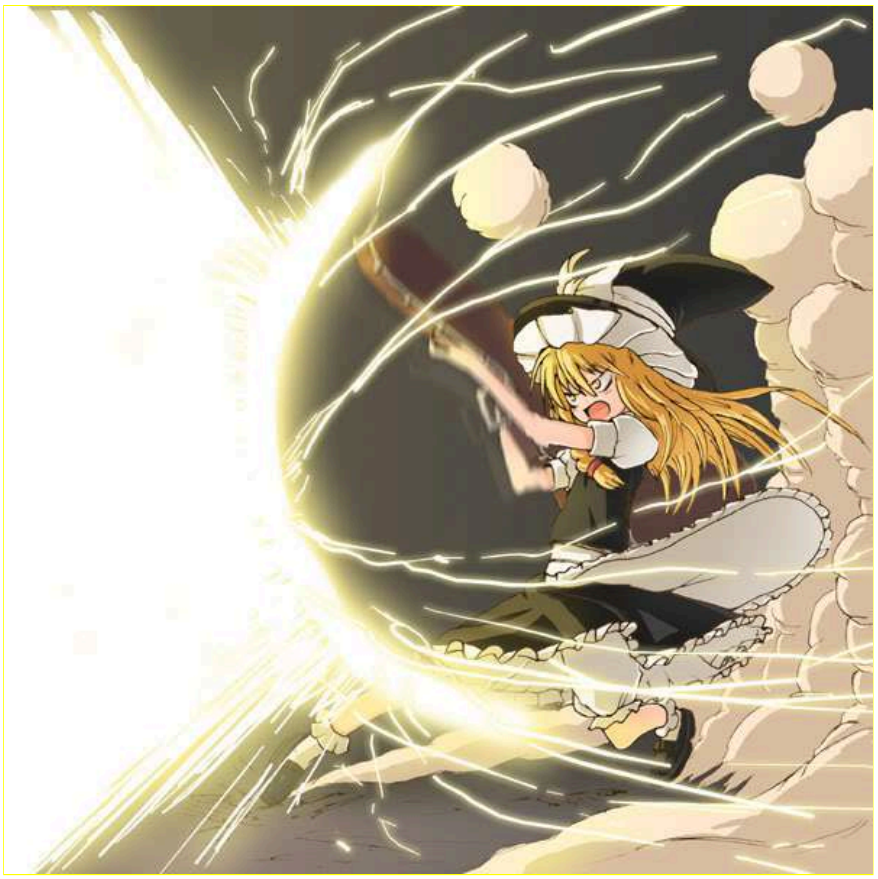
This model is specially equipped with spell-like abilities and a reserve of 20 Energy Points. These spell-like abilities are like a vehicle's onboard equipment. They can only be used by the pilot during operation. Activating a spell-like ability is a standard action, provoking an attack of opportunity. The vehicle always pays the indicated EP cost from its own reserve, which recharges at the rate of 1 EP per hour.

SUPER SHOOTER

Wielding a unique ranged weapon covered in magical script, the Super Shooter uses the rush of combat to achieve an arcane trance, converting

Now listen, yo...

mundane projectiles into magic spells as they leave her weapon. Reaching this state of mind is tricky and requires a very exacting kind of focus, so those who aren't completely dedicated to gun combat or archery find it isn't worthwhile. The casting method is weak compared to straight magic from Dynamic Sorcery or Psionics, and the casting techniques are criticized by magicians for being invented by human outsiders, but characters who become Shooters don't care. It lets them play with magic without sacrificing a whole lot of time at the danmaku shooting range.



CHARACTERISTICS

A Super Shooter can represent any character known for a gun or ranged weapon with magical abilities. One possibility is to alter the spell list to reflect that character's theme more closely, just as most characters acquire Magic and Spell Cards based on a thematic power.

HIT DICE AND ABILITY SCORES

The Super Shooter uses a d8 hit die.

Intelligence is the most important ability for the Super Shooter. Her Magic attribute is linked to Intelligence. So, for each level of this class she gains 1d2 Energy Points + her Intelligence modifier, and her spell save DCs are equal to 10 + the spell level (determined by class list) + her Intelligence modifier. Dexterity is also important, because improving her speed and reaction time can buy her the time needed to set up precise shots.

CLASSES

This prestige class is most easily available to Gun Bunnies and Hot Rods. Characters with levels of Tech Genius or Magical Girl may have better Items of Power. These builds don't always have a lot of energy for magic, but they have reliable combat skills when magic runs out, using Expert Armory to pick up better sidearms in case this happens.

REQUIREMENTS

To qualify as a Super Shooter, a character must fulfill all the following criteria.

- **Base Attack:** +5
- **Skills:** Knowledge: Arcane 3 ranks, Gun Combat or Archery 5 ranks
- **Feats:** Point–Blank Shot, Portable Armory
- **Attributes:** Item of Power rank 1 (gun, crossbow, or bow related), Special Attack rank 1 (cannot be melee or a Spell Card, but it may be purchased as part of the Item of Power)

CLASS FEATURES

The Super Shooter's class skills are Balance, Climb, Concentration, Controlled Breathing, Craft: Metalwork, Craft: Weapon, Decipher Script, Hide, Jump, Knowledge: Arcane, Knowledge: Mechanics, Move Silently, Powerlifting, Power Usage, Repair, Sleight of Hand, Swim, Tumble, Use Magic Device, Archery, Gun Combat, Ranged Defense

Skill points at each level: 4+Int.

TABLE 2-19: THE SUPER SHOOTER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+2	+1 Magic, Special Shot
2	+2	+0	+3	+3	Execution Shot, +1 Speed
3	+3	+1	+3	+3	+1 Magic
4	+4	+1	+4	+4	Expert Armory
5	+5	+1	+4	+4	+1 Magic
6	+6/+1	+2	+5	+5	Spellfire
7	+7/+2	+2	+5	+5	+1 Magic
8	+8/+3	+2	+6	+6	+3 CP
9	+9/+4	+3	+6	+6	+1 Magic
10	+10/+5	+3	+7	+7	Kill Shot

Magic (Attribute) – The Super Shooter's ranks of magic are dependant on possession of a gun, bow, or crossbow which is also an Item of Power. The character can only cast while the weapon is drawn and loaded. A spell's range becomes that of the weapon's range (even if it was originally a touch range effect; spells with cone effects are unaffected, as the cone originates from the gun barrel, or it explodes from the tip of an arrow as it is fired), and casting a spell uses up one of the gun's limited attacks (consuming a bullet or other ammunition). This does not stack with any other kind of Magic attributes the character may have, and uses its own spell list, below. Caster level for these spells depends on the rank of this Magic attribute only (with the exception of certain feats).

Each rank of Magic provides 10 Magic Points. The Magic Point cost of the spell, and its casting cost (EP) are listed below. Leftover points can be held to spend later. At rank 5, if there are 1 or 2 unspent points remaining, the Super Shooter receives 1 extra Character Point. The save DC for these spells is equal to 10 + the spell level (determined by this list) + Int. The Super Shooter's EP total improves by 1d2 + Int. per level. Her caster level is equal to twice her ranks of Magic (ranks acquired by this class only).

TABLE 2-20: SUPER SHOOTER SPELLS

Spell Name	Magic Rank	Spell Level	MP cost	EP cost
Acid Splash	1	0	3	2
Disrupt Undead	1	0	3	2
Flare	1	0	3	2
Inflict Minor Wounds	1	0	3	2
Ray of Frost	1	0	3	2
Touch of Fatigue	1	0	3	2

Energy Instability (Defect) – Energy damage from the Super Shooter's spells affects Armor and Force Fields normally. If an attack that uses a spell adds energy damage from another source (such as a magic weapon), only that extra damage goes through, even if it is the same kind of energy.

Special Shot (Ex) – A 1st level Super Shooter can make nonmagical ranged Special Attacks (with the exception of class spells) and Spell

Spell Name	Magic Rank	Spell Level	MP cost	EP cost
Burning Hands	2	1st	4	2
Chill Touch	2	1st	4	2
Cause Fear	2	1st	4	2
Doom	2	1st	4	2
Entangle	2	1st	4	2
Inflict Light Damage	2	1st	4	2
Inflict Light Wounds	2	1st	4	2
Magic Weapon*	2	1st	4	2
Shocking Grasp	2	1st	4	2
Ray of Enfeeblement	2	1st	4	2
True Strike*	2	1st	4	2
Align Weapon*	3	2nd	5	3
Chill Metal	3	2nd	5	3
Darkness	3	2nd	5	3
Yagokoro's Acid Arrow	3	2nd	5	3
Flaming Sphere	3	2nd	5	3
Ghoul Touch	3	2nd	5	3
Glitterdust	3	2nd	5	3
Heat metal	3	2nd	5	3
Inflict Moderate Damage	3	2nd	5	3
Inflict Moderate Wounds	3	2nd	5	3
Scorching Ray	3	2nd	5	3
Shatter	3	2nd	5	3
Web	3	2nd	5	3
Contagion	4	3rd	6	3
Deeper Darkness	4	3rd	6	3
Fireball	4	3rd	6	3
Gravity Well	4	3rd	6	3
Haste*	4	3rd	6	3
Hold Person	4	3rd	6	3
Inflict Serious Damage	4	3rd	6	3
Inflict Serious Wounds	4	3rd	6	3
Lightning Bolt	4	3rd	6	3
Ray of Exhaustion	4	3rd	6	3
Searing Light	4	3rd	6	3
Slow	4	3rd	6	3
Stinking Cloud	4	3rd	6	3
Confusion	5	4th	7	4
Dimensional Anchor	5	4th	7	4
Disrupting Weapon*	5	4th	7	4
Flame Strike	5	4th	7	4
Greater Magic Weapon*	5	4th	7	4
Naughty Tentacles	5	4th	7	4
Poison	5	4th	7	4
Rusting Grasp	5	4th	7	4
Slay Living	5	4th	7	4
Shout	5	4th	7	4
Winter Spout	5	4th	7	4

*Targets the caster only. Weapon effects may only target the Super Shooter's Item of Power.

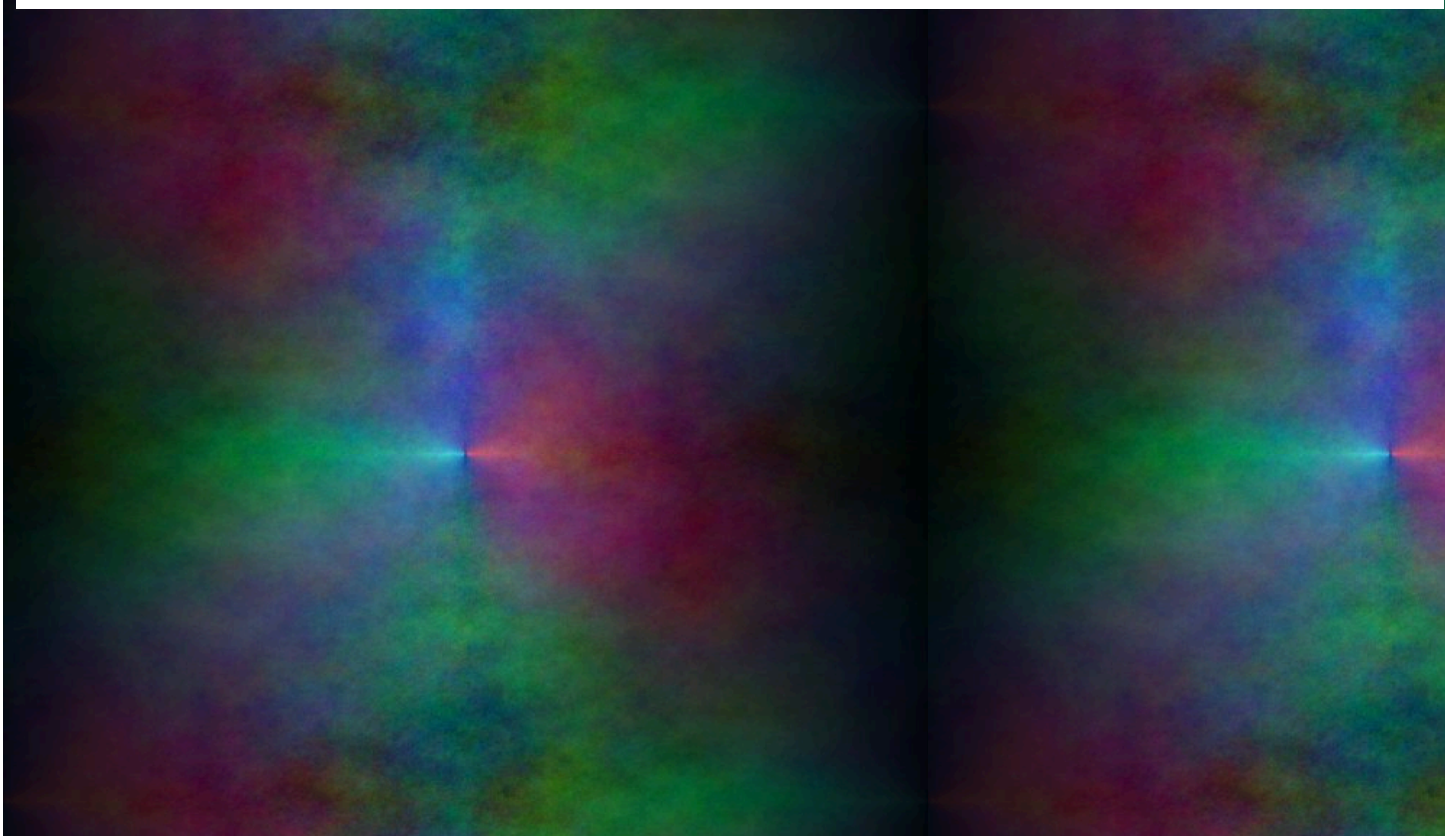
Card attacks using the Gun Combat or Archery skill (even if the danmaku shapes are not bullets or arrows).

Execution Shot (Ex) – At 2nd level, the Super Shooter's ordinary ranged attacks and Super Shooter spells don't provoke an attack of opportunity (spell cards and other special attacks still do). Her spells still take a standard action to cast.

Expert Armory (Ex) – A 4th level Super Shooter may use Portable Armory and its related abilities as a swift action.

Spellfire (Ex) – The Super Shooter's charges her ammunition with spells, allowing her to make Magic attacks with her Item of Power weapon. A successful hit with a Magic attack adds damage from the weapon's primary attack, which includes damage and effects from any tech, magic, or psionic effects the weapon may have. This does not apply to spells with cone or burst effects unless the weapon's attack has the Spreading or Area attack ability, and then, only among the right number of targets. Spells which target the caster or a weapon do not have this effect.

Kill Shot (Ex) – If the Super Shooter takes a full round to aim with a ranged weapon, then makes a successful called shot to a vital spot, it counts as a critical hit, doubling damage instead of increasing the damage die (it also triggers the weapon's burst effects, if any). A critical hit with a ranged spell doubles its damage if it is a ray or other single target attack.



The Wayback Machine - https://web.archive.org/web/20160704235320/http://gensod20.alotspace.com:80/skills.htm

SKILLS

I. Inappropriate and Unlisted Skills
i. BESM Skills
ii. d20 3.5 Skills
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ix. Craft (Visual Arts)
x. Craft (Writing)

Table 3-1: Skills Per Level by Character Class

Class	Skill Points at 1st Level	Skill Points per Level (Past Level 1)
Adventurer	(4+Int.)x4	4+Int.
Dynamic Sorcerer	(4+Int.)x4	4+Int.
Dynamic Psion	(2+Int.)x4	2+Int.
Giant Robot	(2+Int.)x4	2+Int.
Gun Bunny	(4+Int.)x4	4+Int.
Hot Rod	(4+Int.)x4	4+Int.
Magical Girl	(2+Int.)x4	2+Int.
Martial Artist	(2+Int.)x4	2+Int.
Miko	(4+Int.)x4	4+Int.
Ninja	(4+Int.)x4	4+Int.
Pet Monster Trainer	(4+Int.)x4	4+Int.
Samurai	(4+Int.)x4	4+Int.
Shapechanger	(2+Int.)x4	2+Int.
Student	(8+Int.)x4	8+Int.
Tech Genius	(8+Int.)x4	8+Int.

Table 3-2: Class Skills

Skill	Adventurer	Dynamic Sorcerer	Dynamic Psion	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Miko	Ninja	Pet Monster Trainer	Samurai	Shapechanger	Student	Tech Genius
Autohypnosis	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Balance	C	cc	C	cc	C	cc	C	C	cc	C	cc	cc	C	C	cc
Bluff	C	cc	C	cc	C	C	cc	cc	cc	C	cc	cc	C	C	cc
Climb	C	cc	C	cc	C	cc	cc	C	cc	C	cc	cc	cc	cc	cc
Concentration	C	C	C	cc	cc	cc	cc	cc	C	cc	cc	C	cc	cc	cc
Controlled breathing	C	cc	cc*	cc	cc	cc	cc	C	cc	C	cc	C	C	cc	cc
Craft	C	cc	cc*	cc	cc	cc	cc	C	C	cc	cc	cc	cc	C	cc
Decipher Script	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	C
Demolitions	C	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	C
Diplomacy	C	C	C	cc	cc	cc	cc	cc	C	cc	cc	C	cc	C	cc
Disable Device	C	cc	cc	cc	cc	C	cc	cc	cc	cc	C	cc	cc	cc	C
Disguise	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	C	cc
Escape Artist	C	cc	cc*	cc	cc	cc	cc	C	cc	C	cc	cc	C	cc	cc
Forgery	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	C	cc
Gamble	C	cc	cc	cc	C	C	cc	cc	cc	cc	C	cc	cc	C	cc
Gather Information	C	cc	cc*	cc	C	cc	cc	cc	C	C	cc	C	C	C	cc
Handle Animal	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	cc
Hide	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	C	cc
Intimidate	C	cc	C	cc	C	cc	cc	cc	cc	C	cc	C	cc	cc	cc
Investigate	C	cc	cc	cc	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc
Jump	C	cc	C	cc	C	cc	C	C	cc	C	cc	cc	C	C	cc
Knowledge: Arcane	C	C	C	cc	cc	cc	C	cc	C	cc	cc	cc	cc	C	cc

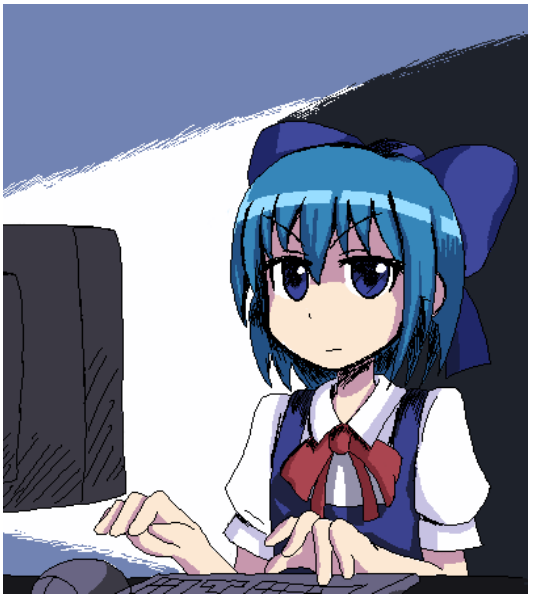
Skill	Adventurer	Dynamic Sorcerer	Dynamic Psion	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Miko	Ninja	Pet Monster Trainer	Samurai	Shapechanger	Student	Tech Genius
Knowledge: Architecture	C	cc	C	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	C	cc
Knowledge: Area	C	cc	C	cc	cc	C	cc	cc	cc	C	cc	cc	cc	C	cc
Knowledge: Biological Sciences	C	cc	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	C	cc
Knowledge: Business	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc
Knowledge: Cultural Arts	C	cc	C	cc	cc	cc	C	C	C	cc	cc	C	C	C	cc
Knowledge: Domestic Arts	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	C	cc
Knowledge: Foreign Culture	C	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	C	cc
Knowledge: Law	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	cc
Knowledge: Mechanics	C	cc	C	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	C
Knowledge: Military Sciences	C	cc	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Knowledge: Nature	C	cc	C	cc	cc	cc	cc	cc	C	cc	C	cc	cc	C	cc
Knowledge: Occult	C	C	C	cc	cc	cc	C	C	cc	C	cc	cc	cc	cc	cc
Knowledge: Physical Sciences	C	cc	C	cc	cc	C	cc	cc	cc	cc	cc	cc	cc	C	C
Knowledge: Psionics	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Knowledge: Police Sciences	C	cc	C	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Knowledge: Religion	C	C	C	cc	cc	cc	cc	cc	C	cc	cc	C	cc	C	cc
Knowledge: Social Sciences	C	cc	C	cc	cc	cc	cc	cc	C	cc	cc	C	cc	C	cc
Knowledge: Streetwise	C	C	C	cc	cc	cc	cc	cc	cc	C	cc	C	cc	cc	cc
Listen	C	cc	cc*	cc	C	cc	cc	C	cc	C	cc	C	cc	C	cc
Medical	C	cc	cc	cc	cc	cc	cc	C	C	cc	C	cc	cc	cc	cc
Move Silently	C	cc	cc*	cc	cc	cc	cc	C	cc	C	cc	cc	C	C	cc
Navigate	C	cc	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc
Open Lock	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	cc
Perform	C	cc	cc	cc	cc	cc	C	C	C	cc	cc	C	cc	C	cc
Pilot	C	cc	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc
Poisons	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	cc
Power Usage	C	cc	C	cc	cc	cc	C	cc	C	cc	cc	cc	cc	cc	cc
Powerlifting	C	cc	cc	C	C	cc	cc	cc	cc	cc	cc	cc	C	cc	cc
Profession	C	C	C	cc	cc	cc	C	cc	C	cc	cc	cc	cc	C	C
Repair	C	cc	cc	C	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	C
Research	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	C	C
Ride	C	cc	cc	cc	cc	C	cc	cc	cc	cc	cc	C	cc	cc	cc
Search	C	cc	cc*	cc	cc	cc	cc	C	cc	C	cc	C	cc	cc	cc
Seduction	C	cc	cc	cc	C	C	cc	cc	cc	cc	cc	cc	C	C	cc
Sense Motive	C	cc	cc*	cc	C	C	cc	C	C	C	cc	C	C	cc	cc
Sleight of Hand	C	C	cc*	cc	cc	cc	cc	cc	cc	C	cc	cc	C	C	cc
Speak Language	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Spot	C	C	cc*	cc	cc	C	C	C	cc	C	cc	C	C	C	cc
Survival	C	cc	C	cc	cc	cc	cc	cc	cc	C	cc	C	cc	cc	cc
Swim	C	cc	C	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	C	cc
Tumble	C	cc	C	cc	cc	cc	C	C	cc	C	cc	cc	cc	C	cc
Use Magic Device	C	C	C	cc	cc	cc	C	cc	cc	C	cc	cc	cc	C	C
Use Rope	C	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	cc
Combat skills															
Archery	cc	cc	cc	cc	C	cc	C	cc	cc	C	cc	C	cc	cc	cc
Gun Combat	cc	cc	cc	cc	C	C	cc	cc	cc	cc	cc	cc	cc	cc	cc
Heavy Weapons	cc	cc	cc	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc	cc
Melee Attack	cc	cc	cc	C	cc	C	cc	C	cc	C	cc	C	cc	cc	cc
Melee Defense	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	C	cc	cc	cc
Ranged Defense	cc	cc	cc	cc	C	cc	C	cc	cc	cc	cc	cc	cc	C	cc
Special Ranged Attack	cc	C	C	C	cc	cc	C	C	C	cc	cc	cc	cc	cc	cc
Thrown Weapons	cc	cc	cc	cc	cc	cc	C	cc	cc	C	cc	cc	cc	cc	cc
Unarmed Attack	cc	cc	C	C	cc	C	cc	C	C	C	cc	cc	cc	cc	cc
Unarmed Defense	cc	cc	C	C	cc	C	cc	C	cc	C	cc	cc	cc	C	cc

*Elemental skill, see "Elemental Mastery" here

INAPPROPRIATE SKILLS

INAPPROPRIATE BESM SKILLS

- Computer Scanning and Computer Use – There are no computers in Gensokyo, except in obscure places such as Kourindou Shop, or in specific settings like the Tengu Village on Youkai Mountain; normally, computers are not prevalent enough to make this skill useful.
- Drive – Replaced by Pilot and Ride; all vehicles require Pilot checks, animal mounts require Ride checks.
- Knowledge: Electronics – Knowledge of electronic devices is included in Knowledge: Mechanics
- Pick Pockets – Replaced by Sleight of Hand
- Read Lips – Replaced by Spot
- Sports – By default it will rarely be useful in the Touhou setting. Danmaku is not a sport, nor is any drinking game.
- Wilderness Lore – Replaced by Survival.
- Wilderness Tracking – Replaced by Survival.



Computer Use is not an appropriate skill for Touhou campaigns.

INAPPROPRIATE D20 3.5 SKILLS

- Appraise – Replaced by appropriate Knowledge skills.
- Heal – Replaced by Medical
- Psicraft – Psicraft is now a specialization of Power Usage. It can be linked to any attribute representing psionic powers.
- Spellcraft – Spellcraft is now a specialization of Power Usage. It can be linked to any attribute representing magic or sorcery.

UNLISTED SKILLS

Autohypnosis

Autohypnosis is a special psionic skill, listed here.

The following base classes have Autohypnosis in their class skills: Adventurer, Dynamic Psion.

Use Magic Device

Use Magic Device enables characters to use magic items. This skill is relevant to the setting, and its full uses are detailed here.

The following base classes have Use Magic Device in their class skills: Adventurer, Dynamic Sorcerer, Ninja, Magical Girl, Student, Tech Genius.

KNOWLEDGE SKILLS

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraisal:
Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value.

An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

The nineteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane
A scientific knowledge of magic, its history, and basics of how it works. This skill can be used to appraise magic items.
Specializations: Alchemy, Arcane Symbols, Danmaku, Black Magic, Elemental Magic, Magical Organizations, the Planes, Rituals
Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Power Usage: Spellcraft checks.

Architecture
Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.
Specializations: Bridges, Fortifications, Residences, Temples and Shrines
Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Search checks involving secret doors and similar compartments.

Area
This Skill reflects knowledge of the geography and people of Gensokyo. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.
Specializations: Human Village, Forest of Magic, Scarlet Devil Mansion, Youkai Mountain
Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Navigation and Survival checks made in this area.

Biological Sciences
This field covers scientific knowledge of how living things function.

Specializations: Botany, Ecology, Genetics, Herbalism, Medicine (modern or ancient), Physiology, Zoology

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Medical checks.

Business

The ability to organise, run, and understand part or all of an organisation (such as a business, government, or association).

Specializations: Agriculture, Banking, Guilds, Industry, Textiles, Trading

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Profession checks.

Cultural Arts

Knowledge of aspects of human culture. May overlap with some parts of Knowledge: Religion. This skill can be used to appraise art objects and other treasures.

Specializations: Archaeology, Art Appraisal, Beers and Wines, Ceremonies, History, Festivals, Fine Art, Music, Literature, Philosophy

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Craft: Visual Art and Craft: Writing checks.

Domestic Arts

The ability to efficiently organise and run a domestic household or a shrine.

Specializations: Cleaning, Cooking, Decorating, Etiquette, Home Budgeting, Tea Making, Traditional Foods

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Craft: Culinary and Craft: Textiles. It also reduces the Purchase DCs of lifestyle costs and raw materials by –2.

Foreign Culture

Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures. Each Rank in this Skill provides familiarity with a distinct culture (a Specialisation). Thus, multiple Specializations may be listed for Foreign Culture depending on the Skill Rank.

Specializations: One Specific Culture (Chinese, English, Kappa, Korean, French, German, Lunarian, Tengu, Oni, etc...)

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Decipher Script and Perform checks relating to the culture.

Law

Knowledge of legal procedure and practice. Gensokyo may have a reputation for being lawless, but really it is a collection of small settlements with their own laws. In some places, like Higan, local laws are strictly enforced and sentences are carried out by a judge.

Specializations: Civil, Criminal, Customs, Family, International, Political, or by region

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Diplomacy checks.

Mechanics

The ability to maintain, repair, or build complex mechanical devices.

Specializations: Armourer, Dollmaker, Gunsmith, Locksmith, Electronics, Metalwork, Traps

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Craft: Mechanical checks, and +2 to Repair checks involving complex mechanisms such as traps, locks, and tech items (including electronics and robotics).

Military Sciences

The character has military-style tactical, staff, or leadership training.

Specializations: Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork, Weaponry

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Aura of Command checks.

Nature

Knowledge of the interactions of the natural world.

Specializations: Animals, Cycles, Plants, Seasons, Weather

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Survival checks in aboveground natural environments.

Occult

Unlike Knowledge: Arcane, which covers magic that is well-understood, Occult relates to magic that has been hidden or lost, though it also covers non-magical subjects like alien abductions and superstitious beliefs.

Specializations: Afterlife, Astrology, Aura Reading, Conspiracies, Crop Circles, Cryptozoology, Ghost Stories, Lost Civilizations (Atlantis, Mu, Lemuria, etc...), Numerology, the Planes, Superstitions, U.F.Os.

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Sixth Sense checks.

Physical Sciences

Scientific training in the way the universe works, including the necessary background knowledge.

Specializations: Astronomy, Biochemistry, Chemistry, Engineering, Geology, Mathematics, Physics, Rocketry

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to any one of the following, plus another based on specialization (if any):

- *(Astronomy) Navigation checks made aboveground when stars are visible in the night sky*
- *(Biochemistry) Craft: Pharmaceutical and Poison checks*
- *(Chemistry) Craft: Chemical checks*
- *(Engineering) Craft: Mechanical (stacks with Synergy bonus from ranks of Knowledge: Mechanics) and Demolitions checks*
- *(Geology) Navigation and Survival checks in natural underground environments*
- *(Mathematics) Gamble checks*
- *(Physics) Mechanical Genius checks involving tech items*
- *(Rocketry) Craft: Chemical checks involving explosives and launch weapons (stacks with bonus from Chemistry)*

Police Sciences

This is the science behind detective work. Ballistics is the study of the wounds inflicted by projectiles; criminology focuses on studies of criminal behaviour and strategies; forensics covers evidence gathering; metaforensics covers magical evidence and a broad range of supernatural criminal activity.

Specializations: Ballistics, Criminology, Forensics, Metaforensics

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Investigate checks.

Psionics

Knowledge of psionics, including psionic disciplines, and anything else psi-related not covered by Arcane, Occult, or Religion.

Specializations: Clairsentience, Metacreation, Psychokinesis, Psychometabolism, Psychoportation, Telepathy

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Power Usage: Psionics checks.

Religion

The knowledge of how current and historical religions and mythology worked, including customs, practices, ceremonies, festivals, etc...

Specializations: One Specific Religion (Buddhism, Christianity, Daoism, Hinduism, Islam, Shingon, Shinto, etc.)

Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Exorcism checks against Evil Outsiders.

Social Sciences

Understanding of the way people function in society as well as societal behavioural patterns.
Specializations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology
Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Research checks.

Streetwise

Street and urban culture, local underworld personalities and events. There's not much of that going on in Gensokyo, so this also covers current events, pop culture, and anything that is happening on the streets of the outside world.
Specializations: Current Events, Gang Activity, Influential Individuals (including royalty), Territorial Divisions, Urban Legend, Yakuza Politics
Synergy: 5 or more ranks in this skill adds a +2 synergy bonus to Gather Information and Survival checks in urban environments.

INAPPROPRIATE KNOWLEDGE SKILLS (3.5 ED)

- Arcana – Replaced by Arcane, but who is going to notice a one-letter difference?
- Dungeoneering – Not needed. This is too specific to D&D setting.
- Engineering – Replaced by Electronics, Mechanics, and Military Sciences.
- Geography –Replaced by Social Sciences: Geography specialization.
- History –Replaced by Cultural Arts: History specialization.
- Local –Replaced by Area.
- Nobility and Royalty – Replaced by Area, Social Sciences, and sometimes Streetwise.
- The Planes – Included in Occult and Religion knowledge skills.

BESM SKILLS

CONTROLLED BREATHING (TRAINED ONLY)

Relevant Ability: Constitution
Specializations: Cyclic Breathing, Fatigue Resistance, Holding Breath, Slow Heart Rate

You can suspend your respiratory functions to perform certain tasks, such as playing dead or maximizing your breathing efficiency.

Cycle breath: You can better resist the effects of suffocation by slowing your breathing and heart rate, making your Constitution check with your Controlled Breathing skill.
Resist fatigue: In response to the effects of exhaustion and fatigue, you can make a Controlled Breathing check during your next action. If successful, you can attempt another save against the effect with a +4 resistance bonus.
Acclimate: In response to altitude effects, you can make a Controlled Breathing check during your next action. If successful, you can attempt another save against the effects of low peak, high pass, or high peak altitude with a +4 resistance bonus.
Feign death: You can slow your breathing and heart rate to a minimum, appearing dead to an observer. Your Controlled Breathing check is opposed by Spot checks from anyone who can see you. A successful Spot check reveals that you are still breathing, but very slowly. (You may not fake your own death with this skill while others casually watch you "die". That requires the use of Bluff or Perform. Controlled Breathing can only disguise your vital signs.)
Recover Ki: If you are reduced to 0 EP or less, you can make a Controlled Breathing check to recover your ki. If successful, your EP reserve increases to 1 EP. You can't do this more than once per hour.

TABLE 3-3: CONTROLLED BREATHING

Task	DC
Cycle Breath	10, cumulative
Resist Fatigue	15
Acclimate	As Fort. save
Feign Death	Opposed by Spot
Recover Ki	20

Synergy: 5 or more ranks in Controlled Breathing adds a +2 synergy bonus to Move Silently. Controlled Breathing receives a +2 synergy bonus from 5 or more ranks in Autohypnosis.

MEDICAL (TRAINED ONLY)

Relevant Ability: Wisdom
Specializations: Ancient Medicine, Diagnosis, First Aid, Pharmacy, Surgery, Veterenary

The Medical skill functions exactly like Treat Injury.

Synergy: 5 or more ranks of this skill adds a +2 synergy bonus to Poisons. Medical receives a +2 synergy bonus from 5 or more ranks of Knowledge: Biological Sciences.
Special: A Medical Kit (minor item) allows the use of this skill untrained. Characters with training recieve a +4 Equipment bonus to Medical checks for using the kit.

POISONS (TRAINED ONLY)

Relevant Ability: Intelligence
Specializations: Natural, Supernatural, Synthetic

You can use your knowledge of poisons in diagnosis, treatment, even create your own poisons and apply them skillfully.

Apply poison: Apply a liquid poison (contact or injury) to a blade, tranquilizer darts, or other delivery weapon. This normally has a 5% chance of failing and poisoning the character. The chance lessens by 1% per rank of this skill.
Create poison: As Craft: Chemical, but limited to poisons only.
Create antidote: If a plant or animal derived poison is successfully identified, and a small amount is obtained, the DC to create an antidote is equal to the original poison's creation DC. An antidote is a Minor item (1 use), may only work for the specific poison that was identified, and provides a +10 equipment bonus for the poisoned character's Fort. save against that poison.
Identify poison: Indentify a kind of poison through observation or diagnostics. The base DC is 15.
Treat poison: As the same entry in Treat Injury. Relevant stat becomes Wis.
Synergy: 5 or more ranks of this skill adds a +2 synergy bonus to Craft: Chemical and Craft: Pharmaceutical checks for working with toxic materials (particularly those involved in medicines). Poisons receives a +2 synergy bonus from 5 or more ranks of Medical.
Special: A Toxicology Kit (minor item) allows the use of this skill untrained. Characters with training recieve a +4 Equipment bonus to Poison checks for using the kit.

POWER USAGE

Relevant Ability: based on the Power's Relevant Ability
Specializations: One specific Power only.

Unlike other Skills, Power Usage only offers a bonus to any check for the use of one specific Power. To receive a bonus on multiple Powers, this Skill must be assigned multiple times, once for each Power. The Skill is useful to a character who may not have a high ability (such as Intelligence) that is associated with one of his or her Powers (such as Mind Control or Telepathy). When the character must make a check for the specific Power, the Power Usage Skill adds a bonus as though the check is actually a Skill check.

Special: Spellcraft checks are made with Power Usage: Magic or Power Usage: Dynamic Sorcery. Psicraft checks are made with Power Usage: Psionics or Power Usage: Dynamic Psionics.

POWERLIFTING

Relevant Ability: Strength
Specializations: Bulky Objects, Free Weights, Humanoids, Moving Objects, Small Objects (Hand-Held)

Use to lift, push, or stop objects with strength requirements greater than your current ability score. You can raise a powerlifted object up to your height, push it 5 ft. in front of you by turning it over, but you cannot carry or throw the object. If the object weighs less than your maximum possible carrying load, and you're not already carrying a whole lot, you obviously don't need to make the check.

Raising an object: You can raise the object up to your character height. If the object is larger than you, you raise one side or a corner of the object. You can't move while holding the object, but you can hold it up indefinitely. The table below uses the listed strength requirements for heavy improvised weapons. Some objects may need to be dislodged (for example, a stop sign or a tree) instead of lifted. In this case, Powerlifting is used to topple them. If your character is smaller than usual, each size category smaller than medium increases the DC by 5. If your character is bigger than usual, each size category larger than medium decreases the DC by 5. For example, when lifting a small boulder, the Powerlifting DC for a Tiny character is 25, and for a Large character, the DC is 10.

Table 3-4: Powerlifting

Size	Powerlifing DC	Example
Medium	10	Stop Sign, Loose Debris, Wooden Door
Small, but heavy	15	Manhole Cover, Small Boulder
Medium, heavy	20	Park Bench, Stone Door, Medium Boulder
Large	25	Cart, Moving Walls, Large Boulder
Huge	30	Car, Fruit Stand, Huge Boulder
Gargantuan	35	Steel Girder, Tree, Gargantuan Boulder
Colossal	45	Bus, House, Colossal Boulder

Supporting a raised object: Each round you spend holding the object requires another Powerlifting check on your turn, incurring a cumulative –1 penalty to your roll each turn after the first. You cannot move or take other actions while supporting. Failing this check causes you to drop the object, and you could be injured or crushed.
Pushing an object: Knocking over an object instead of lifting it does not change the DC. You can push the object for a distance of 5 ft. in front of you by turning it over. If the object is on a steep slope, it rolls downhill at the rate of 80 ft. a turn. Some objects are the wrong shape to roll down hills and require an extra hard push, raising the DC by 10.
Stopping an object in motion: You can slow down an object already in motion if you succeed on this check against it. For every 5ft. a turn the object is moving, the DC increases by +2 (for example, stopping an object that is moving at 20ft. a turn adds +8 to the DC). You can't slow an object by more than 5ft. a turn, so if you can't stop the object completely, you move backwards at the object's new rate, and make another check during your next turn. If you fail the check, or if you are forced to back up further than you can walk in a single turn, you are crushed. Some objects move too fast, or with too much momentum to be affected by powerlifting. These are treated as projectile attacks against you (though you may have a chance to get out of the way with a successful Reflex save).

SEDUCTION

Rumia critically fails a Seduction roll.

Relevant Ability: Charisma
Specializations: Female, Male, any particular group (exa: Fangirls, Maids, Otaku, Royalty), by race

Use in place of Bluff or Diplomacy on targets of the opposite sex, and sometimes targets of the same sex. (The penalty for defaulting to another skill still applies.) Usually applies to humanoids only, unless tentacle rape.

Seduction is also useful during romantic encounters. Against a friendly NPC you can make a Seduction check, opposed by your target's Sense Motive skill. If successful, you can solicit small favors from the NPC as though he or she is affected by Charm. The effect lasts 24 hours and may only be used once per target, regardless of success.

Synergy: 5 ranks in Diplomacy provides a +2 synergy bonus to Seduction. 5 ranks in Seduction provides a +2 synergy bonus to Bluff.

CRAFT SKILLS

Craft encompasses several categories, each of them treated as a separate skill. Craft (alchemy), Craft (chemical), Craft (culinary), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (textiles), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, she does not make the object, and the raw materials are wasted (unless otherwise noted).

A character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any

raw materials (and thus no Wealth check is required to use the skill).

CRAFTING MASTERWORK ITEMS

Crafting a Masterwork weapon or armor requires a second Craft check against a Masterwork component, as though it were a separate item altogether. The Craft DC is always 20. The component has a purchase DC of 7 for armor, and 9 for a weapon. Once both the standard component and the masterwork component are complete, the item is finished.

CRAFTING MAGIC ITEMS

Creating a magic item causes no drain and has a base time of 1 standard action. The creator makes an Item Creation check against the magic item's DC. When the Craft check is complete, a Drain/Control check against the highest level spell's Casting DC is required (unless the spell's level is equal to half the creator's caster level, rounded up). If successful, the item is created.

Craft (Alchemy) is for creating potions, oils, and elixirs. Craft (Writing) is for scrolls, and Craft (Visual Arts) is for staves, wands, jewelry, talismans, and wondrous items. Weapons and Armor must be enchanted separately, and must be at least Masterwork items to begin with (see below).

ENCHANTING MAGIC ITEMS

Existing items such as weapons and armor can be enchanted with spells, which add Enhancement bonuses or special abilities. The character makes an Item Creation check using her Drain/Control bonuses and appropriate Ability modifier (this is just like a Drain check. It does not use any Craft skills or require materials other than spell components). Investments that would improve her Craft check instead improve her Drain and Control checks. There is no Energy Point cost for drain, but the Drain check is always necessary, even for spells at half the character's level or less.
Enchanting a weapon requires the creator to know the spell Magic Weapon, and enchanting armor requires her to know either Mage Armor or Magic Vestment. A weapon or piece of armor must be at least Masterwork before it can be enchanted, and it must have an Enhancement bonus of +1 or more before it can acquire any special abilities.
A character with 1 or more ranks of Mechanical Genius may use this Attribute to emulate the spell instead of making a Drain or Control check, even if she does not know any of the required spells. If so, she makes a Mechanical Genius check against the spell's Casting DC, and then another Mechanical Genius check against the spell's Caster Level + 10. The weapon or armor is Enchanted only if both checks are successful. The entire process consumes 2 Wealth of materials and takes 2 weeks to complete. Mechanical Genius checks cannot take bonuses from investments.
For adding a special ability to an already Enchanted weapon, the first Mechanical Genius check is made against the highest Casting DC of all the spells involved.

CRAFTING PSIONIC ITEMS

Psionic items are created in the same manner as magic items, using Psionic Powers in place of spells. The manifester can use the same kinds of investments available to spellcasters except consumable spell foci. Craft (Alchemy) is used for creating Lunarian Power Crystals, and Craft (Visual Arts) is for creating psionic staves, jewelry, and universal items. Psionics can empower weapons and armor as though they were enchanted by magic, adding Enhancement bonuses or special abilities. Weapons are empowered with Metaphysical Weapon, and armor is empowered with Inertial Armor. The weapon or armor must be at least Masterwork, and it must have an Enhancement bonus of +1 or more before it can acquire any special abilities.

INVESTMENTS

A character crafting a magic item may pay for investments using Wealth, XP, consumable foci, and rituals to lower the DC of the Item Creation check or improve her roll. Other types of investments are inappropriate. If the character fails the check, she does not make the object, and the raw materials are wasted (unless otherwise noted). Investments apply to Craft, Drain, and Control checks.

TABLE 3-5: WEALTH INVESTMENTS

Item Creation Bonus	Purchase DC
+1	10
+2	17
+3	20
+4	21
+5	22

Wealth Investment – A character can buy ingredients to improve her Craft check by making a Wealth check against the purchase DC. The higher the bonus, the greater the cost of materials.

XP Investment – A character can expend experience points to improve her craft check. She gains a +1 bonus to her Craft check for every 100 XP spent. She cannot spend enough XP to reduce herself below the minimum for her current level.

Consumable Foci – Similar to casting a spell, using a consumable focus lowers the DC to create a magic item. Wealth spent on a consumable focus does not count towards a wealth investment.

Ritual Investments – Sometimes it pays to take the time to do something right; spellcasting is one of those times. Using a Ritual form involves taking additional time to prepare the spell and more carefully direct the magical energy involved. Rituals involve complex gestures and spoken phrases, but these are personal to the spellcaster and do not serve to identify the spell being cast. The more time the spellcaster takes, the greater the bonus to his or her Fortitude Save and Control check.
A day-long Ritual requires 24 hours of activity. Longer Rituals clearly exceed the amount of time most casters can go without sleep. These long-term Rituals do not require constant activity – or even consciousness – on the part of the caster. Rituals of one week or longer may be interrupted for the necessities of life without spoiling their effect. The spellcaster must spend at least 12 hours each day working on the Ritual. He or she cannot, however, perform any other magical activities (including casting other spells) without spoiling the Ritual spell being cast.
Only Mechanical Genius can shorten the length of a Ritual investment without lowering the bonus, and only for the purposes of crafting or enchanting a magic or psionic item.

CRAFT (ALCHEMY - TRAINED ONLY)

This skill allows a character to create magic potions, oils, and spell foci.

Potions and Oils – Crafting a potion (or oil) requires the Brew Potion feat and the ability to cast magic spells. The item is essentially a spell in liquid form. The creator must know the spell intended for the potion, and it must be cast once during the creation process. Wealth, XP, and ritual investments apply equally to Craft, Drain, and Control checks during item creation.

The DC to craft a potion, oil, or power crystal is 20 + the spell's casting DC + the number of spell slots.

After a successful craft check, a successful Drain check against the spell's Casting DC is required to complete the potion, but no EP is expended. This only applies to spells that would normally require a Drain check.

Spell Foci – Certain materials can be gathered and prepared as spell foci using the Craft: Alchemy skill.

TABLE 3-6: SPELL FOCI

Item	Purchase DC	Craft DC	Time
Lotus Seeds*	--	12	1 hr.
Incense	--	12	1 hr.
Tea leaves	--	14	1 hr.
Wormwood*	3	14	1 hr.
Tea Flowers	5	16	1d6 hr.
Rare Fungus*	12	16	1d6 hr.
Pearl Dust	13	18	2d6 hr.

CRAFT (CHEMICAL - TRAINED ONLY)

This skill allows a character to mix chemicals to create acids, bases, and explosives.
Acids and Bases – Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Table 3-7: Acids and Bases

Type	Purchase DC	Craft (Acid)	Craft (Base)	Time
Mild	8	15	10	1 min.
Potent	12	20	15	30 min.
Concentrated	16	30	20	1 hr.

Mild: Deals or neutralizes 1d6 environmental acid damage.
Potent: Deals or neutralizes 2d6 environmental acid damage.
Concentrated: Deals or neutralizes 3d6 environmental acid damage.

Item	Purchase DC	Craft DC	Time
Mandrake Root*	15	18	2d6 hr.
Gemstone Dust	16	20	2d8 hr.
Tsuchinoko Scales*	17	25	4d6 hr.

**5 or more ranks in Survival grant a +2 synergy bonus to the Craft check.*

Explosives – Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

Table 3-8: Explosives

Explosive	Damage	Purchase DC	Craft DC	Time
Improvised	1d6 Fire/Concussive	6	10	1 round
Firecrackers	1d3 Fire	8	12	1 min.
Grenade	2d6 Concussive	10	15	10 min.
Powder keg	3d6 Concussive	14	18	30 min.
Small firework	4d6 Concussive	16	20	1 hr.
Medium firework	6d6 Concussive	20	25	3 hr.
Large firework	8d6 Concussive	25	30	12 hr.

Firecrackers (See Equipment section)
Powder keg (See Equipment section)
Grenade (See Equipment section)

Improvised explosive – A nail bomb, Molotov cocktail, or similar device. Can be integrated into a Tiny or Diminutive construct, such as a Doll Flunky, with a successful DC 20 Demolitions check. Does Concussive damage, though in some cases, environmental Fire damage may be more appropriate.
Damage: 1d6 Concussive or Fire
Abilities: Area effect x1
Disabilities: limited shots (1), self-destruct, short range
Skill: Thrown Weapons (Grenades)

Small Firework – A small explosive rocket designed to scatter colorful burning substances across the sky. Can be beautiful or romantic when it's not blowing up in someone's face.
Damage: 4d6 Concussive
Abilities: Area effect x2, indirect
Disabilities: limited shots (1), self-destruct, short range
Skill: Heavy Weapons (Launch Weapons)

Medium Firework – Much more impressive than the small version, the medium firework is brighter, louder, and it can reach greater heights. On a clear night, a midair explosion is visible up to a mile away.
Damage: 6d6 Concussive
Abilities: Area effect x3, indirect
Disabilities: limited shots (1), self-destruct
Skill: Heavy Weapons (Launch Weapons)

Large Firework – Delivers a series of multicolored blasts, so it is often reserved for the grand finale in a fireworks display. On a clear night, the midair burst is visible from anywhere in Gensokyo.
Damage: 8d6 Concussive
Abilities: Area effect x4, enduring x2, indirect, long range (500 ft.)
Disabilities: limited shots (1), self-destruct
Skill: Heavy Weapons (Launch Weapons)

CRAFT (CULINARY)

This skill allows a character to prepare gourmet meals, distill wine, and brew sake, beer, and other alcoholic drinks.

Prepare meals – While cooking an ordinary meal requires no skill check, this applies when cooking extraordinary meals to impress others, especially in competitive situations. This is treated like a use of the Perform skill, with the result of the Craft check determining the quality of the food. It takes 1 hour to gather all the ingredients, prepare, and serve a meal, though a simple meal may take a lot less time. (For example, it shouldn't take more than a minute to mix the ultimate cocktail!) On a natural 1, the player fails to cook the food. It is burnt, spilled, dropped, or otherwise destroyed.
Ingredients have a Purchase DC of 2, though using top-quality ingredients increases the DC to 5.
Special: Casting Prestidigitation adds a +1 Competence bonus per caster level to the result (maximum bonus +5). 5 or more ranks of Knowledge: Domestic Arts adds a +2 synergy bonus.

Table 3-9: Craft (Culinary) Results

Result	Quality
5	Toxic; looks normal, tastes terrible, and anyone who ingests it makes a DC 10 Fort. save or becomes Sickened for 1 hour
10	Poor; sloppy presentation and lacking in flavor, but at least it's edible
15	Average; the meal is good, but there is nothing extraordinary about it
20	Fair; a delicious meal, displays exemplary technique and style
25	Excellent; a world-class meal, the creator's passion and talent shines through in every mouthful
30	Sublime; nothing less than a work of culinary genius, just one taste can inspire an ordinary man to turn his whole life around and become a champion of food

Table 3-10: Alcohol

Drink	Purchase DC	Craft DC	Time
Draft	4	8	2d6 days
Happoshu	4	8	2d6 days
Pale	4	8	2d6 days
Stout	4	8	2d6 days
Moonshine	3	10	2d6 days
Shochu	3	10	2d6 days
Doburoko	6	12	1d2 weeks
Sake	6	14	2d4 weeks
Wine	10	16	3d12 months
Champaign	10	16	3d12 months
Umeshu	10	16	3d12 months

Brew/Distill Alcohol – The character may create about 24 bottles worth with each successful use, equal to 1 Minor Item for most kinds of drinks. Since alcohol can be left alone to ferment, the actual creation process only takes 1d4 hours to complete, leaving the character free to act until the product is ready. On a natural 1, the product fails to ferment properly.
If quality is important, a second Craft check is made when the product is ready, using the table for preparing a meal.

CRAFT (ELECTRONIC - TRAINED ONLY)

This skill allows a character to build mechanical devices from scratch, including weapons, armor, sophisticated traps, steam engines, and other gadgets. These items are technically Items of Power.
This skill may only be used by Tech Genius characters.

Table 3-11: Craft (Electronic)

Item of Power Rank	Purchase DC	Craft DC	Time
1	10	14	1 min.
2	17	18	10 min.
3	20	22	1 hr.
4	21	26	1 day
5	22	30	1 week
6	23	34	1 month
+1/rank above 6	23	+10/rank	1 month

CRAFT (MECHANICAL – TRAINED ONLY)

This skill allows a character to build simple mechanical devices from scratch, including melee weapons, bows, guns, traps, and other items made from wood or metal.

Table 3-12: Craft (Mechanical) - Weapons

Weapon	Purchase DC	Craft DC	Time
Common Melee 1-hand	3	12	1 hr.
Common Melee 2-hand	5	15	1 hr.
Bow or Crossbow	5	15	12 hr.
Uncommon weapon (any)	12	18	12 hr.
Handgun, rifle, automatic	16	25	1 day

Admiral Ackbar – A mechanical trap can be constructed through successful use of the Craft (Mechanical) skill. The Purchase DC of the materials depends on what kind of trap it is, and the Craft (Mechanical) DC depends on the trap's Challenge Rating (see here for more details).

Table 3-13: GB2 YTMND!

Trap	CR	Purchase DC	Craft DC	Time
Simple	1-3	5	20	1 hr.
Moderate	4-6	12	25	12 hr.
Complex	7-8	16	30	1 day
Advanced	9-10	20	30	2.5 days (60 hr.)

Magic traps – A magical trap is constructed using an Item Creation check as though enchanting a magic item. The Item Creation DC is 20 + the spell level + the number of spell slots required by the spell. There is no initial Energy Point cost and the base time is 1 standard action. Ritual, wealth, and XP investments are allowed, as well as consumable spell foci. A spellcaster can make the trap on the fly just like casting a spell, without the need for Craft (Mechanical). She makes a Drain check against the Item Creation DC as though it were a spell's Casting DC.
A character with 1 or more ranks of Mechanical Genius may use this Attribute to emulate the spell instead of casting it normally, even if she does not know the actual spell. If so, she makes a Mechanical Genius check against the spell's Casting DC, and then another Mechanical Genius check against the spell's Caster Level + 10. The trap is constructed only if both checks are successful. The entire process consumes 2 Wealth of materials and takes 2 weeks to complete. Mechanical Genius checks cannot take bonuses from investments.

Other Equipment – When building a non-magical item from scratch, the character describes the kind of device she wants to construct. The DC depends on whether the item is Mundane, Minor, Major, or greater (worth up to 2 Major items, though anything beyond that is an Item of Power instead). If an item's value is between two categories, use the next highest available. For example, something worth 2 Minor items has the same DC as a Major item.
Craft (Mechanical) will cover just about any ordinary item made from simple materials like wood, leather, iron, or steel.

Table 3-14: Craft DCs for Misc. Equipment

Type	Purchase DC	Craft DC	Time
Mundane	5	15	1 hr.
Minor	12	20	12 hr.
Major	16	25	1 day
Major +	20	30	2.5 days (60 hr.)

CRAFT (PHARMACEUTICAL – TRAINED ONLY)

See d20 Modern

CRAFT (STRUCTURAL)

See d20 Modern

CRAFT (TEXTILES – TRAINED ONLY)

Armor – This skill allows a character to make suits of Lolita Armor. The armor is crafted one piece at a time.

Masterwork Lolita Armor – When making a Masterwork suit of Lolita Armor, only one check is needed for the Masterwork component. If successful, the Masterwork bonus applies to every piece in the suit.

Table 3-15: Craft (Textiles) - Armor

Armor type	Purchase DC	Craft DC	Time
Accessory	5	10	1 hr.
Light	7	12	12 hr.
Medium	10	15	1 day
Heavy	14	18	2.5 days (60 hr.)

Other items – Any ordinary item made from fabric or paper is covered by Craft (Textiles). This includes ordinary clothing, most bags, and miscellaneous items like rope and paper fans. A truly decorative item, like a tapestry or fancy dress, is created using Craft (Visual Art), gaining a +2 synergy bonus from 5 or more ranks in this skill.

Table 3-16: Craft (Textiles) - Misc.

Type	Purchase DC	Craft DC	Time
Mundane	5	10	1 hr.
Minor	8	15	12 hr.
Major	12	20	1 day

CRAFT (VISUAL ARTS)

See d20 Modern

CRAFT (WRITING)

See d20 Modern

Scrolls – Crafting a scroll requires the Scribe Scroll feat and the ability to cast magic spells. The creator must know the spell intended for the scroll, and it must be cast once during the creation process. Wealth, XP, and ritual investments apply equally to Craft, Drain, and Control checks during item creation.

The DC to craft a scroll is 20 + the spell's casting DC + the number of spell slots.

After a successful Craft (Writing) check, a successful Drain check against the spell's Casting DC is required to complete the scroll, but no EP is expended. This only applies to spells that would normally require a Drain check.

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FEATS

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Table 4–1: General Feats

Feat	Prerequisite	Description
Awesome Blow	Str. 20, Power Attack	Knock enemies back with a melee or unarmed attack.
Bookworm	Knowledge (any) 4 ranks, Research 4 ranks	Research checks take half as long to complete, +2 to learn a new spell.
Living Encyclopedia	Bookworm, Int. 16	All Knowledge skills are class skills.
Danmaku Genius	Int. 13, Mechanical Genius rank 1	Transfer magic weapon abilities to your Spell Cards.
Danmaku Precision	Accuracy, Blind Shot	Better called shots with Spell Card attacks.
Death Blossom	Whirlwind Attack	Make Whirlwind Attacks with danmaku.
Disturbed Mind	Cha. 15	2d6 damage from reading your mind.
Drunken Streetfighting	Streetfighting, BA +2	+2 bonus to Unarmed Attack and damage, –4 to your AC while drunk.
Elite Flunkies	Flunkies rank 1, Character level 6th	+10 skill points to spend of Flunkies.
Evasion	Dodge	Successful Ref. save for half damage becomes no damage.
Uncanny Dodge	Evasion	Make defense rolls while flat-footed.
Improved Uncanny Dodge	Uncanny dodge	You cannot be flanked.
Exploit Weakness	Judge opponent, BA +4, Int. 16	Int. bonus to damage for using Judge Opponent.
Extreme Effort	BA +1, Str. 14	+8 to Str. related skill checks.
Improved Extreme Effort	Extreme effort	+16 to Str. related skill checks.
Powerful Extreme Effort	Improved extreme effort	+24 to Str. related skill checks.
Flyby Attack	Flight rank 2 (winged only)	Attack while you dive or swoop past enemies.
Graze Meter	None	Special gauge fills as you dodge enemy attacks.
Danmacow	Dodge, Graze Meter	Doubles your grazing rate and meter capacity. Moo!
Magical Grazer	Dynamic Sorcery rank 2, Graze Meter	Graze points improve your casting ability.
Miraculous Grazer	Wis. 16, Graze Meter	Empty gauge to make bullets chase your targets.
Hover	Flight rank 1 (winged only)	Perfect air maneuverability at half speed.
Intuition	Sense Motive 6 ranks, Wis. 12	Use your instinct to make quick decisions.
Combat Intuition	Intuition, BA +1	Add Wis. modifier to attack damage.
Natural Spell	Wis. 13, Alternate Form (any animal) 1 rank, Dynamic Sorcery 1 rank	Cast spells while in animal form.
Pounce Attack	Base Attack +6, Leap Attack	Grapple foes with a Leap Attack.
Princess	Good Aligned	+6 to Cha. checks except Bluff and Seduction, –3 to Wis. checks and Will saves vs. trickery and fear
Quick Transformation	Power Usage: Alternate Form 8 ranks, Alternate Form 1 rank	Switch to your Alternate Form as a swift action.
Table Manners	Knowledge (Domestic Arts) 6 ranks, Cha. 14	Take back something stupid you said.
Team Flanking	Sneak Attack	+4 to attack while flanking.
Trick	Bluff 6 ranks, Int. 18, 1 or more Skill Tricks	Temporarily confuse a target.

Table 4–2: Ancestral Feats

Feat	Prerequisite	Description
Child of Miare	Human	Recover ancestral memories.
Crow Blooded	None	+2 Cha. related skill checks dealing with Tengu, +1 racial bonus to skill checks opposing a Tengu.
Crow–Eyed	Crow blooded	+4 Spot and Listen.
Crow Feathered	Crow blooded, Flight 1 rank	Flight +10 ft./turn
Hakurei's Tolerance	Human	Alcohol gives you wit and balance but you must drink more to be affected.
Hoshiguma's Stance	Oni	Opposed Concentration check renders you immovable.
Ibuki's Swagger	Oni	Temporary +2 Cha. bonus for every 5 EP spent.
Kamishirasawa's Genius	Human, Int. 13	Non-combat cross-class skills cost half as many skill points.
Kirisame's Determination	Human, Wis. 13	+2 vs. fear and despair effects.
Konpaku's Hitodama	Half–Ghost	Ghostly half gets +2 damage with spell card.
Konpaku's Steady Grip	Half–Ghost	No penalty for using an Inaccurate melee weapon.

Feat	Prerequisite	Description
Moriya's Divinity	Human	Add 1d6 to any roll.
Saigyouji's Talent	Human, Cha. 13	Fascinate targets with poetry and song.
Spirit Bonded	None	+2 Cha. related skill checks dealing with Fairies, +1 racial bonus to skill checks opposing a Fairy.
Ancestral Resistance	Fairy, Spirit Bonded, 2nd Ancestral Feat	10 Armor vs. opposite element.
Child of Luna	Spirit bonded or Lunarian (any)	+6 Hide and Move Silently on a full moon. +2 Bluff, Diplomacy, and Seduction while in moonlight.
Earthbound	Spirit bonded	+4 vs. bull rush, trip, or grapple while touching the ground.
Hardwood Toughness	Spirit bonded	2 points of Natural Armor
Heart of Fire	Spirit bonded	+1 Initiative, +1 Fire damage while unarmed.
Mind of Steel	Spirit bonded	Spell cards and special attacks count as 1 rank higher vs. armor and force fields.
Riverbound	Spirit bonded or Water Speed 1 rank	Water Speed +20 ft./turn, +1 atk and +1 def while underwater.
Solar Flare	Spirit bonded, max EP of 2 or more	Burst of solar energy damages undead for 1 EP.

FEAT DESCRIPTIONS

AWESOME BLOW

Prerequisite: Str. 20, Power Attack

As a standard action, you may choose to subtract 4 from your attack roll and deliver an awesome blow, giving your melee or unarmed attack the Knockback special ability.

BOOKWORM

Prerequisite: Any Knowledge skill 4 ranks, Research 4 ranks, Int. 12

Research checks and similar actions (such as taking 20 on a Knowledge check, but not learning a new skill or spell) take half as long to complete. You get a +2 Competence bonus when attempting to learn a new spell.

COMBAT INTUITION

Prerequisite: Intuition, BA +1

You let intuition guide your attacks, relying on your combat senses and striking when enemy weak points appear. You may use your Wis. modifier instead of your Str. modifier to add damage to unarmed attacks, or muscle–powered attacks with one–handed weapons.

DANMACOW

Prerequisite: Dodge, Graze Meter

Whenever you successfully defend against an attack, you gain 2 Graze Points, and you may store up to 10 at a time. An attack against you that results in a natural 1 does not give you any Graze Points. It simply fails.

DANMAKU GENIUS

Prerequisite: Int. 13, Mechanical Genius rank 1

You can use your Mechanical Genius to transfer build points from an Item of Power to a Spell Card, and vice versa. When distributing points from a magic or psionic weapon to a Spell Card, you can also transfer one of that weapon's special abilities, as long as it is appropriate for a ranged attack, and you are able transfer its full point cost. Every 5 build points you add increases the Spell Card's rank by 1.
Normal: You can't alter Spell Cards with Mechanical Genius.

DANMAKU PRECISION

Prerequisite: Accuracy, Blind Shot

When you make a spell card attack, the penalty for a called shot to a vital area is reduced by 2.

DEATH BLOSSOM

Prerequisite: Whirlwind Attack

You can make a Whirlwind Attack with your Spell Card against targets up to 30 ft. away. This counts as a single attack against multiple targets.

DISTURBED MIND

Prerequisite: Cha. 15, Skeleton in the Closet (optional)

Whenever you are subject to a Psionic power from the Telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of stun damage. This also affects users of the Telepathy attribute, even if they are harmlessly trying to communicate with you.

Optional: Creatures damaged by this feat may also acquire one rank of the Recurring Nightmares defect, occasionally suffering from nightmares about what they saw inside your head.

DRUNKEN STREETFIGHTING

Prerequisite: Streetfighting, BA +2

While drunk, you get a +2 bonus to unarmed attack rolls and damage, and a –4 penalty to your AC.

ELITE FLUNKIES

Prerequisite: Flunkies rank 1, Character level 6th

You gain 10 skill points to spend on improving your Flunkies. Flunkies and Servants cannot take this feat.

EVASION

Prerequisite: Dodge

If you are exposed to an effect that normally requires you to make a Ref. save for half damage, you take no damage with a successful save. You may only use this feat while wearing light armor or no armor.

EXPLOIT WEAKNESS

Prerequisite: Judge opponent, BA +4, Int. 16

After using Judge Opponent on a target, starting on the next round you can attack that target adding your Int. bonus to your damage roll. If you are using a muscle–powered attack, this replaces your Str. bonus. The effect lasts until the end of combat.

EXTREME EFFORT

Prerequisite: BA +1, Str. 14

Take a full–round action on a Str. related skill to add a +8 competence bonus to the skill check.

FLYBY ATTACK

Prerequisite: Flight rank 2 (Winged only)

When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you take a standard action either before or after your move.

GRAZE METER

Prerequisite: None

Whenever you successfully defend against an attack, you gain 1 Graze Point. You may store up to 5 Graze Points at once. As a swift action, you can expend these points for bonuses. Each point you spend gives you 1 temporary HP or a +1 Morale bonus to any skill check or save. The bonus lasts for 10 minutes, and may not exceed +5 at a time.

An attack against you that results in a natural 1 does not give you any Graze Points. It simply fails.

HOVER

Prerequisite: Flight rank 1 (Winged only)

When flying, you can halt your forward motion and hover in place as a move action. You can then fly in any direction, including straight down or straight up, at half speed, regardless of your maneuverability.

IMPROVED EXTREME EFFORT

Prerequisite: Extreme effort

Your competence bonus from Extreme Effort improves to +16.

IMPROVED UNCANNY DODGE

Prerequisite: Uncanny dodge

You cannot be flanked.

INTUITION

Prerequisite: Sense Motive 6 ranks, Wis. 12

You have an intuitive sense of dangerous situations. At any time, you can make a DC 15 Will save. If successful, you get a good or a bad feeling about a specific situation, depending on what the GM finds appropriate. You may only use this feat a number of times per day equal to your Wis. modifier.

LIVING ENCYCLOPEDIA

Prerequisite: Bookworm, Int. 16

All Knowledge skills become your class skills.

MAGICAL GRAZER

Prerequisite: Dynamic Sorcery rank 2, Graze Meter

You may spend a Graze Point to reduce a spell's casting DC by 1, gain 1 temporary Energy Point, or get a +1 Morale bonus to Intelligence, Wisdom, or Charisma. The bonus lasts for 10 minutes, and may not exceed +5 at a time.

MIRACULOUS GRAZER

Prerequisite: Wis. 16, Graze Meter

As a move action, you can expend 5 Graze Points to give all your Spell Card attacks 1 rank of the Homing special ability for 1 full round.

NATURAL SPELL

Prerequisite: Wis. 13, Alternate Form (any animal) 1 rank, Dynamic Sorcery 1 rank

You may cast spells while in animal form. You retain the use of magical focii and talismans you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

POUNCE ATTACK

Prerequisite: Base Attack +6, Leap Attack

You automatically grab an opponent if you successfully deal damage with a leap attack, allowing you to perform grapple maneuvers. You must declare the use of this feat before your attack, and you opponent must be equal to your size category or smaller.

POWERFUL EXTREME EFFORT

Prerequisite: Improved extreme effort

Your competence bonus from Extreme Effort improves to +24.

PRINCESS

Prerequisite: Good aligned

You are pure, sweet, and fragile. You get a +6 bonus to all Charisma related checks except Bluff and Seduction. You take a -3 penalty to all Wisdom related checks and saves against trickery and fear effects, including Sense Motive checks.

QUICK TRANSFORMATION

Prerequisite: Power Usage 8 ranks, Alternate Form 1 rank

You may change into or out of your Alternate Form as a swift action instead of a standard action. You may take this feat more than once, one for each Alternate Form you possess.

TABLE MANNERS

Prerequisite: Knowledge: Domestic Arts 6 ranks, Cha. 14

You are exceptionally skilled in the arts of conversation and etiquette. You can make a DC 15 Diplomacy check during a conversation. If successful, you can take back something bad you just said, or reroll a failed Bluff or Diplomacy check. You may only use this feat a number of times per day equal to your Cha. modifier.

TEAM FLANKING

Prerequisite: Sneak Attack

When you and an ally flank an opponent, you gain a +4 bonus on your attack roll instead of the normal +2 bonus.

TRICK

Prerequisite: Bluff 6 ranks, Int. 18, 1 or more Skill Tricks

You can use this feat to temporarily confuse a target. The target must have an intelligence of at least 3, it must be within 30 ft. of you, and it must be able to see or hear you.

To play a trick, take full–round action and make a DC 15 Int. check, adding your class levels to the result. If you succeed, the target can make a Ref. save vs. a DC of 10 + your level + your Int. bonus. If the target fails, it becomes Dazed for 1 round.

You can only trick a target once per encounter, even if you don't succeed at first.

UNCANNY DODGE

Prerequisite: Evasion

If you are caught flat–footed or struck by a hidden attacker, you can still make a defense roll adding your Dexterity and skill bonuses. This does not work if you are immobilized.

ANCESTRAL FEATS

A character may select an ancestral feat at any level. Once a character selects an ancestral feat, she can't take another unless it lists her previous feat as a prerequisite. For example, she can't take Spirit Bonded and Crow Blooded, only one or the other. If she takes Spirit Bonded, she can take Fire Bonded or Earth Bonded for her next feat, but since they only list Spirit Bonded as a prerequisite, she can't have both.

Note: Ghosts, Human Youkai, and Magician Youkai may take feats available to humans, provided that they were once human to begin with.

ANCESTRAL RESISTANCE

Prerequisite: Fairy, Spirit Bonded, 2nd ancestral feat

The blood of your spirit ancestors is resistant to its elemental opposite. You gain a resistance bonus to your insulting element based on your ancestral spirit type, listed below.

Note: Your second ancestral feat must be the one indicated by the table.

TABLE 4–3: ANCESTRAL RESISTANCES

Feat	Insulted by	Benefit
Earthbound (Earth)	Water	Cold resistance 10
Heart of Fire (Fire)	Metal	Electricity resistance 10
Mind of Steel (Metal)	Wood	Sonic resistance 10
Child of Luna (Moon)	Sun	Positive Energy resistance 10
Solar Flare (Sun)	Moon	Negative Energy resistance 10
Riverbound (Water)	Fire	Fire resistance 10
Hardwood Toughness (Wood)	Earth	Acid resistance 10

CHILD OF LUNA

Prerequisite: Spirit bonded or Lunarian (any)

You are descended from moon spirits, inheriting some of their beauty and natural stealth in moonlight. You get a +6 racial bonus on Hide and Move Silently checks on nights when the moon is full. You get a +2 racial bonus to Bluff, Diplomacy, and Seduction checks while visibly in moonlight.

Special: Lunarians may take this feat with no other prerequisites.

CHILD OF MIARE

Prerequisite: Human

Your mind holds 12 centuries of ancestral memories. Once per day, you can make a DC 20 Int. check to recover an ancestral memory in place of making a knowledge check, adding your class levels to the result. If successful, you instantly succeed on the knowledge check, even if you don't have training in that particular area of knowledge. Upon success, you involuntarily speak the relevant information aloud in a monotonous voice. When you finish speaking, you instantly forget what you just said. Better hope someone was listening.

Special: If the knowledge check relates to Gensokyo's history, you get a +10 insight bonus to your Int. check.

CROW BLOODED

Prerequisite: None

One or more of your distant ancestors was Tengu royalty. You get a +2 racial bonus on all Cha. related skill checks dealing with Tengu, and a +1 racial bonus to your skill checks opposing a Tengu's skills. These bonuses do not stack.

CROW–EYED

Prerequisite: Crow blooded

You have inherited keen perception from Tengu ancestors. You get a +4 racial bonus on all Spot and Listen checks.

CROW FEATHERED

Prerequisite: Crow blooded, Flight 1 rank

You have inherited a talent for flying from Tengu ancestors. Your base fly speed is increased by 10 ft.

EARTHBOUND

Prerequisite: Spirit bonded

You are descended from earth spirits, inheriting some of their stability. You get a +4 racial bonus to resist being bull rushed, tripped, or grappled while you are touching the ground.

HAKUREI'S TOLERANCE

Prerequisite: Human

You are a descendant of the Hakurei family, inheriting a small measure of their legendary alcoholism. While drunk, you get a +4 competence bonus to Balance, Diplomacy, Perform, and Tumble checks, and take a –2 penalty to all Will saves.

Special: You can no longer become drunk from consuming mundane items. You need at least a minor item (expendable or not) to get drunk. For example, a jar of sake that is always conveniently full, or a bottle of extra strong Tengu "Blinding Wine" (the only drink to be banned from the Tengu drinking festival).

HARDWOOD TOUGHNESS

Prerequisite: Spirit bonded

You are descended from wood spirits, inheriting some of their natural resilience. You gain 2 points of natural armor (damage resistance 2/—).

HEART OF FIRE

Prerequisite: Spirit bonded

You are descended from fire spirits, inheriting some of their speed and fire magic. You get a +1 racial bonus to Initiative. Your unarmed attacks and natural weapons deal 1 additional point of Fire damage.

HOSHIGUMA'S STANCE

Prerequisite: Oni

You can make a Concentration check to resist being knocked back, bull-rushed, thrown, or pushed aside. If successful, you do not move from your position. The DC is 10 + your attacker's Strength modifier.

IBUKI'S SWAGGER

Prerequisite: Oni

It costs 5 Energy points to temporarily increase your Charisma ability score by +2 (normally it costs 10 EP).

KAMISHIRASAWA'S GENIUS

Prerequisite: Human, Int. 13

You are a descendant of the Kamishirasawa family, inheriting a small measure of their legendary genius. You can learn cross–class skills very quickly. 1 rank in a non–combat cross–class skill is worth 1 skill point instead of 2, but your total possible ranks are still limited as normal.

KIRISAME'S DETERMINATION

Prerequisite: Human, Wis. 13

You are a descendant of the Kirisame family, inheriting a small measure of their legendary willpower. You get a +2 racial bonus to resist fear and despair effects, or similar mind–affecting conditions, but not other charms or compulsions.

KONPAKU'S HITODAMA

Prerequisite: Half–Ghost

Your ghostly half has an affinity for combat. It gains 1 rank of Massive Damage: Spell Card. You may take this feat up to 3 times.

KONPAKU'S STEADY GRIP

Prerequisite: Half–Ghost, Blind Fighting

You take no penalties for using an Inaccurate weapon.

MIND OF STEEL

Prerequisite: Spirit bonded

You are descended from metal spirits, inheriting some of their clarity and determination. Your spell cards and special attacks count as 1 rank higher for the purpose of overcoming armor and force fields.

MORIYA'S DIVINITY

Prerequisite: Human

You are a descendant of the wind goddess Suwako Moriya, inheriting a small measure of divine power. Once per day, as a swift action, you may add 1d6 to the result of any roll you make. You must declare this before you make the roll. If you should choose to reroll this check with Divine Relationship, you may not add 1d6 to the reroll, and you cannot use this feat until the next day.

RIVERBOUND

Prerequisite: Spirit bonded or Water Speed 1 rank

You are descended from water spirits, sharing some of their natural swimming talents. Your water speed increases by 20 ft, and you get a Circumstantial +1 bonus to attack and defense rolls while fighting underwater.

Special: Characters with 1 rank of Water Speed may take this feat with no other prerequisites.

SAIGYOUJI'S TALENT

Prerequisite: Human, Cha. 13

You are a descendant of the great poet Saigyouji, inheriting a small measure of his artistic talent. You can fascinate a single creature with your music or poetics. You make a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than your check result. If the saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the poem for up to 1 round per character level you possess. While fascinated, the target's Spot and Listen checks suffer a –4 penalty. Any potential threat allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat automatically breaks the effect. You must concentrate, as if casting or maintaining a spell. This is a spell–like, mind–affecting charm ability

SPIRIT BONDED

Prerequisite: None

One or more of your distant ancestors was a powerful nature spirit. You get a +2 racial bonus on all Cha. related skill checks dealing with Fairies, and a +1 racial bonus to your skill checks opposing a Fairy's skills. These bonuses do not stack.

If your race is Fairy, you may take Ancestral Resistance as a third ancestral feat.

SOLAR FLARE

Prerequisite: Spirit bonded, max EP of 2 or more

You are descended from sun spirits, inheriting some of their burning radiance. As a free action, you can expend 1 EP to glow with the power of the sun, harming all undead creatures within a 10 ft. radius of you. The undead take 1d4 damage at the start of your turn as long as they remain in the glow. The glow provides illumination equal to 1 rank of Environmental Control: Light. It costs 1 EP to sustain this ability each round.

RE-APPROVED FEATS

In strict BESM, combat is so abstracted that different kinds of actions do not matter. This does not apply here, so the following feats have been re-approved:

Combat Casting, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Feint, Mobility, Precise Shot, Quick Draw, Spell Penetration, Spring Attack

MAGIC FEATS

Some magic and metamagic feats are slightly different in the Touhou system. Instead of taking up higher spell slots, they add to the spell's drain DC. They otherwise function exactly as they do in the Anime d20 SRD.

APPROPRIATE ITEM CREATION FEATS

These feats work as described in the PH 3.5:

- Craft Magic Arms and Armor
- Craft Wondrous Item

The magic items count as Items of Power once completed. The items must be made from existing materials, such as mundane armor and weapons which are not Items of Power.

ADAPTED ITEM CREATION FEATS

The following feats work as indicated in the PH 3.5, except where they are adapted for the dynamic spellcasing system:

Brew Potion

Potions do not need to be designed as Items of Power. Only spells of 3rd level (DC 33) or less may be fashioned into a potion.

Craft Rods, Staves, and Wands

These items must be enchanted to cast specific spells and they must include their own EP to rely on (using the Energy Bonus Attribute). Only spells of DC 37 or less may be enchanted into a rod, staff, or wand.

Scribe Scroll

Scrolls do not need to be designed as Items of Power.

ADAPTED METAMAGIC

Metamagic feats add to the casting DC instead of the spell's level, but otherwise function the same. You do not need to take extra actions when using metamagic. Similarly, the equivalent metapsionic powers have the same effect on the manifestation DC.

TABLE 4–4: METAMAGIC FEATS

Metamagic feat	Spellcasting DC
Empower Spell	+8
Enlarge Spell	+4

Metamagic feat	Spellcasting DC
Extend Spell	+4
Heighten Spell	+5 per +1 increase to spell save DC
Maximize Spell	+12
Silent Spell	+2
Still Spell	+2
Quicken Spell	+16
Widen Spell	+12

NEW MAGIC FEATS

FORGE JEWELRY [ITEM CREATION]

As Forge Ring, but includes other kinds of jewelry normally considered wondrous items, such as amulets.

CRAFT TALISMAN [ITEM CREATION]

Prerequisite: Caster level 2nd

The character can enchant items to help with his or her spellcasting. Talismans must be created to assist with a specific type of spellcasting (arcane, divine, elemental, charm, necromancy, evocation, etc). A Talisman acts as a magically potent basic focus. It grants a bonus to Fortitude Saves against Drain and Control rolls any time the character casts a spell of the affected type. Talismans may also provide other benefits to a character's spellcasting, such as adding Metamagic.

INEBRIATE SPELL [METAMAGIC]

Prerequisite: Any two metamagic feats

If you cast while drunk, you can add wild magic effects to a spell. (See here for wild magic effects.) Using this feat adds 8 to the spellcasting DC.

Some effects from the wild magic table are slightly different (see table 4–5: Wild Magic).

TABLE 4–5: WILD MAGIC

d%	Result
32–35	The spell functions normally, but investments and EP are not consumed. Drain penalties and Control checks do not apply.
52–59	Nothing happens. The spell does not function, but investments and EP are consumed. Drain penalties and Control checks apply.
60–71	Nothing happens. Investments and EP are not consumed. Drain penalties and Control checks do not apply.

PSIONIC FEATS

INAPPROPRIATE PSIONIC FEATS

The following psionic feats are inappropriate for this system:

- Autonomous
- Body Fuel
- Cloak Dance
- Expanded Knowledge
- Focused Sunder
- Hostile Mind (replaced by Disturbed Mind)
- Improved Psicrystal Affinity
- Mental Leap
- Open Minded
- Psicrystal Affinity
- Psicrystal Containment
- Psionic Affinity
- Psionic Body
- Psionic Talent
- Return Shot
- Speed of Thought
- Up the Walls
- Wild Talent

For the full list of Psionic Feats, see here. All the other Psionic Feats are probably appropriate, except for item creation.

This is why psionic characters can't have nice things.

ADAPTED METAPSIONICS

Metapsionic feats add to the Psionic Power's manifesting DC instead of the Power's level, but otherwise function the same. You must expend your psionic focus in order to use a metapsionic feat.

PSIONIC ITEM CREATION

Most item creation feats function like their magical item creation counterparts.

Craft Power Crystal

Prerequisite: Manifester level 1st

A power crystal is a one–use minor item containing a spell, slightly different than a scroll. It may be used by anyone without psionic ability, but requires a drain check from the user. The same requirements for scribing a scroll apply to crafting a power crystal.

TABLE 4–6 METAPSIONIC FEATS

Metapsionic feat	Manifesting DC
Burrowing Power	+2
Chain Power	+6
Delay Power	+2
Empower Power	+6
Enlarge Power	+2
Extend Power	+2
Maximize Power	+10
Opportunity Power	+14
Quicken Power	+14

Craft Psionic Arms and Armor

Prerequisite: Manifester level 5th

Psionic arms and armor count as Items of Power.

Metapsionic feat	Manifesting DC
Twin Power	+10
Unconditional Power	+8
Widen Power	+10

Craft Psionic Rods, Staves, and Wands

Prerequisite: Manifester level 5th

Instead of Dorjes, Cognizance Crystals, and Psicrowns, psionics may be crafted into items that normally hold the analogous form of magic. They function as magic items of the same kind, drawing on power from EP reserves, represented by Bonus Energy.

Craft Universal Item

Prerequisite: Manifester level 3rd

Universal items count as Items of Power.

SKILL TRICKS, TALENTS, AND QUALITIES

SKILL TRICKS (ATTRIBUTE)

Cost: 1 CP per rank
Relevant ability: varies by skill
Progression: 1 new trick per rank, +1 use of Skill Tricks per session

Skill tricks are miniature feats with limited use. Each rank of this attribute grants you one new skill trick, and one extra use of skill tricks per session. You can't use the same trick more than twice per session. Each trick is linked to one or more attributes, skills, or feats, which the character is required to have before purchasing the trick. A prerequisite skill or feat needs at least one rank.

Assume Quirk

Prerequisite: Disguise 5 ranks

While impersonating someone, characters familiar with the person you are impersonating are denied a spot check to see through your disguise. This lasts for 1 hour, and may only be activated once per day.

Dr. Fixit

Prerequisite: Repair 6 ranks, Divine Relationship 2 ranks

You instantly succeed on a Repair check by striking the broken object with your fist. You may only use this trick immediately after failing a Repair check.

Drunken Antitoxin

Prerequisite: Medical 4 ranks, Poison 4 ranks, Great Fortitude

If you fail a Fortitude save against poison, you can drink wine, beer, or something a whole lot stronger, until you vomit, neutralizing the poison. You can't get additional poison damage from alcohol using this trick, but you do not recover from previous damage if you were already drunk. This trick must be activated within 5 minutes of the initial poisoning.

Note: A big jug of sake or its equivalent is a minor item of Personal Gear. A bottle of sake or can of beer is an expendable mundane item, and it takes at least four to make a character throw up on purpose. (Might be more for alcoholic characters, and Oni characters should not take this Skill Trick at all.)

Easy Escape

Prerequisite: Medium size or smaller, Escape Artist 8 ranks

If your enemy is larger than you, you gain a circumstantial bonus to Escape Artist checks for escaping a grapple or pin. The bonus is equal to 4 x the number of size categories larger than you your enemy is.

Focused Dodge

Prerequisite: Dodge

Dodge bonus increases to +2 for 1 minute.

Furious Power Attack

Prerequisite: Power Attack

Double the damage bonus from Power Attack at no additional penalty to the attack roll.

Reimu Hakurei encounters Patchouli Knowledge's Furious Power Attack.

Ha! Now I Can See You!

Prerequisite: Spot 12 ranks

As a swift action, make a DC 20 Spot check. If successful, you automatically pinpoint the location of an invisible creature within 30 ft. of you. This lasts until the end of your turn.

Hangovers Love Company

Prerequisite: Telepathy 1 or more ranks

If you are suffering from the effects of a hangover (–2 penalty to Spot and Listen) you can make a Power Usage: Telepathy check against an enemy (opposed by a Will save). If successful, you transfer the symptoms to your target and you are instantly cured.

Hell Bent Determination

Prerequisite: Concentration 7 ranks, Highly Skilled 3 ranks

Make a single untrained skill check, and add your ranks of Concentration to your total. You can use this to make checks for skills which you normally can't use untrained. The action takes twice as long to complete.

Misdirection
Prerequisite: Bluff 8 ranks, Art of Distraction 2 ranks
Use Bluff to feint against multiple targets. For each target, roll Bluff (opposed by the target's Sense Motive). Each opponent after the first incurs a cumulative –2 penalty to your skill check.

Moe–Moe
Prerequisite: Seduction 4 ranks, Art of Distraction 1 rank
You can make a Seduction check against an enemy in combat (opposed by Sense Motive) as a full–round action. If you succeed, the target is flat–footed until the start of your next turn. This is a mind–affecting ability.

Point It Out
Prerequisite: Spot 8 ranks
If you succeed on a Spot check, you can take an immediate action to grant a nearby ally free spot check to see the same thing, providing a +2 circumstantial bonus. The ally must be within 30 ft. of you.

Social Recovery
Prerequisite: Bluff 8 ranks, Diplomacy 5 ranks, Knowledge: Cultural Arts 3 ranks
If you fail a Diplomacy check against an NPC, you can spend a full–round action speaking with the NPC, and make a Bluff check with a –10 penalty. A success can improve the NPC's attitude, but not by more than a single step. You can't use this ability more than once on the same NPC on the same day, regardless of whether or not you succeed.

Quick Escape
Prerequisite: Escape Artist 12 ranks
Take a swift action to make an Escape Artist check to escape grapple. You can make this check even if you have used your standard action attempting the same escape.
You can also make an Escape Artist check as a move action instead of a full–round action. You can't do this more than once against the same restraint.

Quickstep
Prerequisite: None
Take a swift action to gain a +4 competence bonus to initiative for 1 minute.

Shadow Dance
Prerequisite: Hide 8 ranks, Perform (dance) 5 ranks
You can attempt a DC 20 Hide check from anywhere, even in full view of the public. If successful, you have full concealment until the start of your next turn.

Spell Surge
Prerequisite: Spell Focus
Spell focus bonus increases to +3 for 1 minute.

Zen Attack
Prerequisite: Blind–fight or Special Movement: Zen Direction
Negate miss chance for a single attack. This even works on incorporeal targets.

TALENTS/QUALITIES (ATTRIBUTE)
Cost: 1 CP per rank
Relevant ability: None
Progression: 1 new Talent/Qualitiy per rank
Like Skill Tricks, Talents and Qualities are miniature Feats that offer small bonuses. Unlike Skill Tricks, these bonuses are always passive.
Most of these were originally d20 Feats which would be useless if the limit on skill ranks per level were ignored, since one rank of Highly Skilled would get the same result. With the limit in place, these bonuses are once again useful, and they are now worth half as much as ordinary Feats.

Acrobatic
You have excellent body awareness and coordination. You get a +2 bonus on all Jump and Tumble checks.

Animal Affinity
You're good with animals. You get a +2 bonus on all Handle Animal and Ride checks.

Athletic
You are naturally strong and energetic. You get a +2 bonus on all Climb and Swim checks.

Boyish
You are easily mistaken for a guy. You get a +4 Circumstantial bonus to Disguise checks when dressing up as a boy.
Special: Male characters take this quality as *It's a Trap!*, with the same bonus applied while disguised as a girl.

Cosplay Moe
~~You have nice, big breasts.~~ You're cute in different outfits! You get a +2 bonus on all Disguise and Seduction checks.

Creative
You are a talented artist with a wild imagination. You get a +2 bonus to Craft: Artwork and Perform checks.

Deft Hands
You have exceptional manual dexterity. You get a +2 bonus on all Sleight of Hand and Use Rope checks.

Emotionless Doll
You have an impossibly calm demeanor. You can help others keep their cool, but you lack force of personality. You get a +2 bonus on all Concentration and Diplomacy checks.
Special: Does not stack with bonuses from Heroic Personality.

Investigator
You have a knack for finding information. You get a +2 bonus on all Gather Information and Search checks.

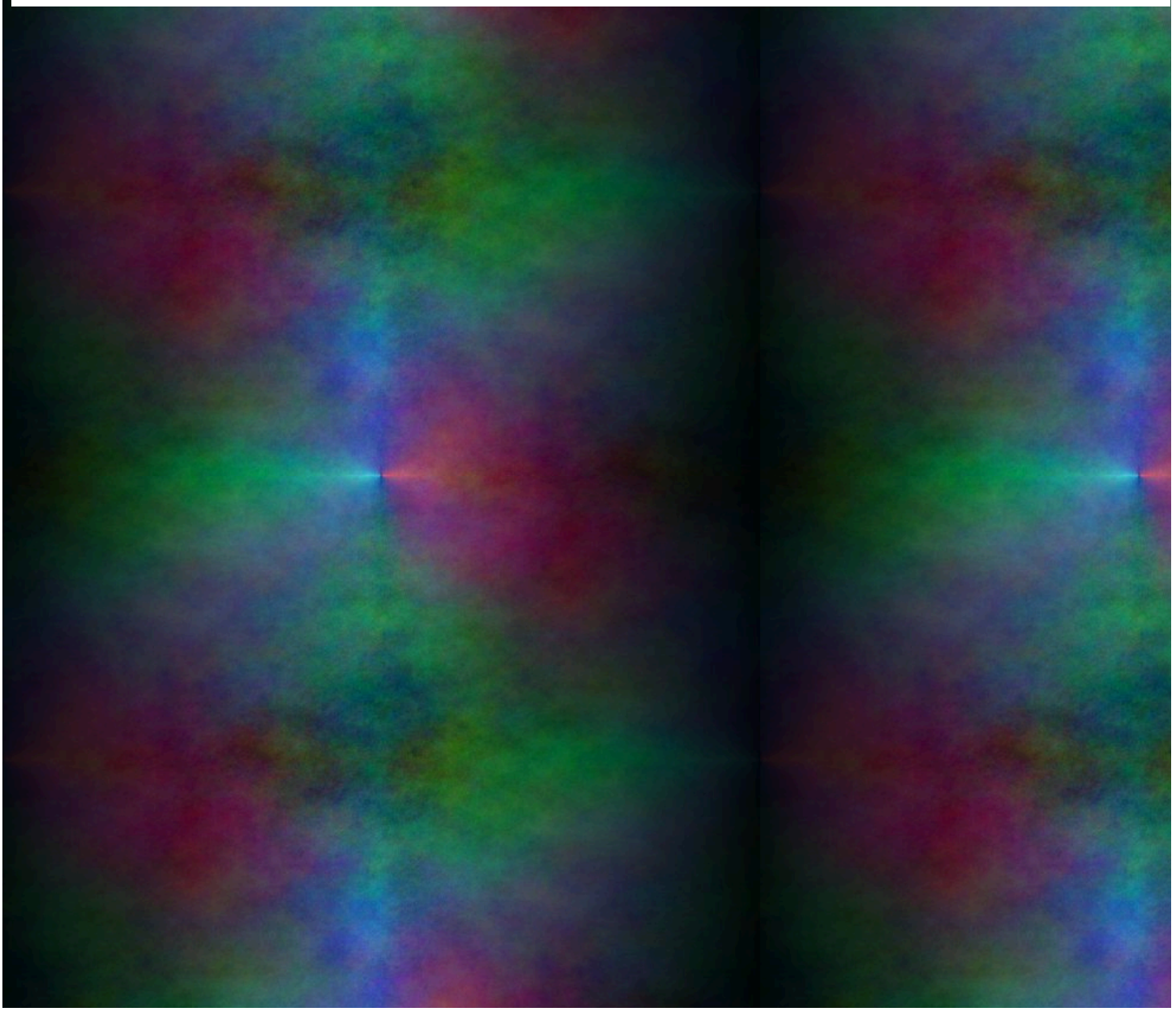
Mobster
You look and speak like a mafia gangster or other criminal stereotype, regardless of whether or not you are one. You get a +2 bonus on all Bluff and Forgery checks because others think you're well connected.

Nimble Fingers
You are adept at manipulating small, delicate, objects. You get a +2 bonus on all Disable Device and Open Lock checks.

Heroic Personality
You are extremely enthusiastic, yet focused. Others may find this obnoxious or frightening. You get a +2 bonus on all Concentration and Intimidate checks.
Special: Does not stack with bonuses from Emotionless Doll.

Physical Discipline
You have extraordinary physical tolerance and control. You get a +2 bonus on all Powerlifting and Power Usage checks.

Survivor
You have a knack for self–sufficiency. You get a +2 bonus on all Medical and Survival checks.



The Wayback Machine - https://web.archive.org/web/20160704212851/http://gensod20.alotspace.com:80/attributes.htm

ATTRIBUTES AND DEFECTS

I. Revised Anime d20 Attributes
  i. Animal Friendship
  ii. Art of Distraction
  iii. Aura of Command
  iv. Dynamic Sorcery
  v. Exorcism
  vi. Flight
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  x. Speed
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  i. Arcane Specialty
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III. Defects
  i. Easily Distracted
  ii. Famous
  iii. Girl/Guy Magnet
  iv. –Ism

These Attributes are listed in the Anime d20 pdf file. They should function as they are described in the document, in addition to any changes listed here. Because many of the descriptions in the pdf appear too vague or unrelated to the mechanics of the d20 system, these entries can fill in some of the missing details (such as the speed of Flight in feet per turn and chase scale). Some Attributes (like Animal Friendship) have been given new uses appropriate to the campaign setting.

ANIMAL FRIENDSHIP

Cost: 1 point/rank
Relevant ability: Charisma
Progression: As Anime d20 SRD

Your instinctive empathy toward animals extends to Magical Beasts (including certain kinds of Youkai). Each rank of this attribute can be used as the equivalent rank of the Telepathy attribute when directed at a Magical Beast, but this effect goes no higher than Telepathy rank 3, and you may not influence thoughts (for example, you can read surface thoughts, but you cannot send yours back). At Animal Friendship rank 4 or higher, you may use your Handle Animal skill in place of Diplomacy or Intimidate when dealing with Magical Beasts.

ART OF DISTRACTION

Cost: 1 point/rank
Relevant ability: Charisma
Progression: As Anime d20 SRD

Subjects under the effect of this Attribute make all Listen, Spot, Search, and Sense Motive checks at a penalty equal to your Charisma modifier (minimum penalty: –1). If the subject is attempting to cast a spell, manifest a psionic power, or attempt some other activity that requires concentration, she must succeed on a Concentration check (DC = 10 + your Charisma modifier), using Wisdom in place of Constitution.

For example, if you have 14 Charisma (+2 modifier), a distracted subject takes a –2 penalty. If the subject tries to cast a spell, she makes a DC 12 Concentration check (the check is 1d20 + Concentration + her Wisdom modifier).

Art of Distraction takes 1 standard action to use, and requires a Power Usage: Art of Distraction check opposed by the target's Will save. Against multiple targets, you only roll Power Usage once, and the result becomes the DC to beat.

AURA OF COMMAND

Cost: 1 point/rank
Relevant ability: Charisma
Progression: As Anime d20 SRD

Each ally you inspire gains a +1 Morale bonus to all saves and defense rolls. You select the targets at the start of your turn. They must be within 100 ft. of you, and they must be able to sense you or communicate with you.

Flunkies and Bystanders: Flunkies and neutral bystander NPCs react differently to Aura of Command. They don't gain the usual bonuses, but are instead inspired to take up arms to defend you. See the Flunkies entry for more details.

Dispelling Fear Effects: If an ally under the influence of your Aura is suffering from a fear effect, you can negate the effect with a Power Usage: Aura of Command check, opposed by the enemy who created the effect. The enemy opposes with an Intimidation roll, or the appropriate Power Usage if the effect is magical. This counts as a standard action.

DYNAMIC SORCERY

Cost: 8 point/rank

Relevant ability: Intelligence, Wisdom, or Charisma
Progression: Special

Dynamic sorcerers focus on magic, usually to the exclusion of other interests. As described in Anime d20, these characters have open access to every spell and may cast any of them at any time by expending Energy Points.

As described under Dynamic Sorcery in the pdf file, characters selecting that Attribute may choose to limit themselves to one school or type of magic for only 4 Points/Rank instead of the usual 8. This option should be available to Dynamic Sorcerers just as it is to other characters. If the Sorcerer elects to restrict him or herself in this manner, he or she will have an additional 4 Character Points to spend each time his or her Level progression shows an increase in Dynamic Sorcery. These extra points might be spent learning Metamagic Feats (see the feats page), or gaining an Energy Bonus.

Learning new spells: Sorcerers do not automatically begin knowing any spells, nor do they pick up new spells by advancing their character levels. They must learn their spells from studying scrolls, spellbooks, sutras, ofuda, or from an instructor. To learn a spell, the character makes a Knowledge: Arcane check to learn an Arcane spell, or a Knowledge: Religion check to learn a Divine spell, and receives a +10 bonus to the result. The DC is the spell's Casting DC, and the check takes 24 hours to complete. Retries are allowed, and each failure adds a cumulative +2 bonus to the next attempt to learn the same spell.

When time is limited, the character declares how much time he or she will devote to learning a new spell, before the first check is made. If time runs out and the character fails to learn that spell, there are no retries until after the deadline, when the character has time once again. Bonuses from previous failures still remain.

Limits: Casting a spell beyond the listed limit is still possible. It only requires a Drain check, whereas anything less than or equal to the limit does not. See here for the complete details.

Progression:

Rank 1 – The character gains a +2 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 2. The character has 12 spell slots and rolls 1d2 to determine EP gained each Level.
Limit 1st level spells

Rank 2 – The character gains a +4 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 4. The character has 24 spell slots and rolls 1d4 to determine EP gained each Level.
Limit 2nd level spells

Rank 3 – The character gains a +6 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 6. The character has 36 spell slots and rolls 1d6 to determine EP gained each Level.
Limit 3rd level spells

Rank 4 – The character gains a +8 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 8. The character has 48 spell slots and rolls 1d8 to determine EP gained each Level.
Limit 4th level spells

Rank 5 – The character gains a +10 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 10. The character has 60 spell slots and rolls 1d10 to determine EP gained each Level.
Limit 5th level spells

Rank 6 – The character gains a +12 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 12. The character has 72 spell slots and rolls 1d12 to determine EP gained each Level.
Limit 6th level spells

Rank 7 – The character gains a +14 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 14. The character has 84 spell slots and rolls 2d8 to determine EP gained each Level.
Limit 7th level spells

Rank 8 – The character gains a +16 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 16. The character has 96 spell slots and rolls 1d20 to determine EP gained each Level.
Limit 8th level spells

Rank 9 – The character gains a +18 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 18. The character has 108 spell slots and rolls 2d12 to determine EP gained each Level.
Limit 9th level spells

Rank 10 – The character gains a +20 bonus on Fortitude Saves against Drain and Control checks and has a Caster Level of 20. The character has 120 spell slots and rolls 3d10 to determine EP gained each Level.
Limit 10th level spells

EXORCISM

Cost: 1 point/rank
Relevant ability: Wisdom
Progression: As d20 SRD

Border Seals: Exorcism may be used to seal *any* enemy between Gensokyo's borders (not just undead and Spirit creatures). The process takes about 10 minutes to complete (time is unaffected by ranks of Speed), and the target must be unconscious, disabled, or willing. A creature that has been sealed away cannot take any actions until the seal is broken, but she is unaffected by all forms of damage, and is immune to the effects of hunger, starvation, thirst, aging, and even boredom. At any time, you can take a full action to break the seal, which releases the creature at a safe location closest to you. You can also open a partial gateway to communicate with a sealed creature without risk of it escaping or harming you.

To seal a creature, you must draw a magic circle around the creature, or draw the sign on a paper ofuda and touch the creature with it. If the seal is drawn around the creature, you must stand inside the circle to consult the creature, and if the seal is destroyed, the creature is released somewhere close to where the circle was drawn. If you are using ofuda, then the creature can be consulted or released by anyone holding the item. Defacing or burning the ofuda destroys the seal.

Only a Miko can use Exorcism in this way, but other characters can use the Pocket Dimension attribute to similar effect.

FLIGHT

Cost: 2, 3, or 4 points/rank
Relevant ability: Dexterity

Progression: As d20 SRD

Flying at full speed: You can move at up to 5x the listed rate as though you were running on foot. Exceeding your base speed is the equivalent of running, jogging, sprinting, or using the Run feat. At 2x your speed, you take a –1 penalty to your attacks, at 3x speed, –2, going up to a –4 penalty at full speed. See Advanced Flight for the effects of flying at high speed.

Carrying Capacity: While flying you can only carry as much equipment as a medium load (so if you have a lot of gear and low carrying capacity, you may want to consider purchasing ranks of Pocket Dimension to store equipment). If you are carrying a light load, you move normally. Flying under a medium load slows you down, so you can only fly at half speed, and you take a -4 penalty to Power Usage: Flight checks. If you are suddenly weighted down by a heavy load, you float down at a rate of 60 ft. a round, taking no damage when you hit the ground. But if you have limited flying ability, such as gliding or winged flight, you drop out of the sky under a heavy load and take falling damage.

Flight and Climb: Winged or full–powered flight can assist your climbing ability. If you are carrying a light load or less, add your ranks of Flight (or Power Usage: Flight) and your Dex. modifier to your Climb checks.

Flight and Jump (skill): If you have one or more ranks in full–powered Flight, you can use your Jump skill to gain a little extra distance as though you are pushing off from solid ground. Extra movement in any direction is treated as a horizontal leap. Jumping straight down adds a +10 Circumstantial bonus to your check from gravity. Unlike regular jumping, this does not count against your movement total.

Your Flight attribute also allows you to make flying leaps for your regular jumps. Every 10 ft./turn of your base flight speed (up to 1,000 ft./turn) gives you a +10 bonus to Jump checks (but not in midair). If you are using ranks of glider Flight, this bonus only applies to horizontal jumps.

If you have full-powered Flight, you can hover mid-jump with a Power Usage: Flight check (DC 10). This causes you to remain at the highest point of your jump. If you had made a vertical jump, you stop halfway. You can continue to move for the rest of the jump, or even change direction in midair.

Winged Flight: Winged Flight is a more limited form of this Attribute which costs 3 CP/rank. Unlike full-powered flight, which lets you hover and travel in any direction, winged flight only allows you to move in the direction you are facing. It follows the same rules as vehicular flight, requiring Power Usage: Flight in place of Pilot checks for stunts and maneuvers.

Table 5-1: Flight Speeds and Attack Penalties

Base speed	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Attack Penalty
x1	20 ft./turn	90 ft./turn	180 ft./turn	900 ft./turn	1,800 ft./turn	9,000 ft./turn	None
x2	35 ft./turn	180 ft./turn	360 ft./turn	1,800 ft./turn	3,600 ft./turn	18,000 ft./turn	-1
x3	55 ft./turn	270 ft./turn	540 ft./turn	2,700 ft./turn	5,400 ft./turn	27,000 ft./turn	-2
x4	70 ft./turn	360 ft./turn	720 ft./turn	3,600 ft./turn	7,200 ft./turn	36,000 ft./turn	-3
x5	90 ft./turn	550 ft./turn	900 ft./turn	4,500 ft./turn	9,000 ft./turn	45,000 ft./turn	-4

Gliding Flight: Gliding Flight is a more severe restriction on winged Flight. The two use the same movement rules, but when you glide you fall at a rate of 60 ft./turn (minimum). Slowing down points you at least 45 degrees up, and speeding up pushes you 45 degrees towards the ground. The DC for stunts and Power Usage: Flight checks increases by +5.

Taking off with winged Flight: In order to take off, you must run forward in a straight line for at least 30 ft. before making a successful (DC 10) jump check (terrain modifiers apply), or launch yourself from a surface at least 30 ft. high. Once in the air, the rules for vehicular movement apply. Control checks and maneuvers are done with Power Usage: Flight instead of the Pilot Vehicle skill.

The space required for takeoff is the distance an average character can move in a single turn without having to run or sprint. So if you have a Small character, then you only need 25 ft. of space (12 is the average Dexterity of a Small character, and the modifier is x2. Results are rounded to the nearest 5 ft).

When you are in the air, you use your minimum possible Flight speed, which puts you 5 ft. off the ground. Unless you've got some sort of defect that prevents you from using Flight at rank 1, this is the best way to handle takeoff. If you are Tiny or smaller, you only move up 1 ft.

You can gain a little extra speed from a running or sprinting takeoff. Once airborne, you can continue your move until you reach your maximum Flight distance (usually 90 ft. at rank 1). You can increase your Flight speed to rank 2 with a successful DC 10 Power Usage: Flight check, provided that you have at least 2 ranks of Flight. Moving faster than Rank 2 requires a DC 15 Power Usage check, and moving faster than your highest rank of Flight would allow adds +10 to the DC.

Once airborne, you cannot speed up or slow down until your next turn. If you are moving faster than Flight rank 2 (or rank 1 if that's all you have) you slow down by 1 rank, then make the appropriate Power Usage: Flight checks if you're still going faster than your highest rank would allow.

Jumping takeoff (winged flight): If you have one or more ranks in winged Flight, you can take off immediately with a successful jump check. The DC is equal to number of ft. needed to take off normally. You can reduce the DC by taking a running start, so every 5ft. ahead that you move reduces the DC by 5.

Vertical takeoff is more difficult. You make a vertical leap and try to clear your minimum takeoff distance (for 30ft, the starting jump DC is 120 with a 20ft. running start, or 240 from standstill!). Jumping off a high place can make this easier. Only your falling distance counts, starting at the highest point of your jump. You start flying at the bottom of your minimum distance (30 ft. lower than the highest point of your jump) at a 45 degree angle to the ground. You then travel for 20 ft. and a DC 10 Power Usage: Flight check is required to pull away from the ground.

Remember that your base Flight speed adds a +10 bonus per 10ft./turn (up to 1,000 ft.)

Flying spells: Spells such as Fly and Phoenix Wings can still be useful, even if your ranks of Flight far exceed their capability. If a flying spell is in effect, and you are already in flight using attributes, the top speed of each category increases by the speed at which the spell would normally permit you to fly. For example, if you're under the effects of Fly while using 1 rank of Flight, you can to move up to 60 ft./turn instead of 20 or 40 ft./turn. If you are using Winged Flight, your minimum range is not increased.

Size and Flight: Powered Flight relies on some form of magical propulsion, behaving like a Fly spell, so its speeds are not affected by differences in size and mass. However, the speed of winged Flight depends on the size of the creature, so it is scaled appropriately just like land speed.

Flight speed in ft./turn

Rank 1: 10 mph; 20 ft./turn; Chase scale: 1 sq./turn
Rank 2: 50 mph; 90 ft./turn; Chase scale: 2 sq./turn
Rank 3: 100 mph; 180 ft./turn; Chase scale: 4 sq./turn
Rank 4: 500 mph; 900 ft./turn; Chase scale: 18 sq./turn

Rank 5: 1,000 mph; 1,800 ft./turn; Chase scale: 36 sq./turn
Rank 6: 5,000 mph; 9,000 ft./turn; Chase scale: 180 sq./turn

Movement rate adjustments based on size
Fine: Rate/12; [1.5 ft./turn (5 ft./3 turns) at rank 1 (0.8 mph)]
Diminutive: Rate/6 [3 ft./turn (5 ft./2 turns) at rank 1 (1.6 mph)]
Tiny: Rate/3 [5 ft./turn at rank 1 (3 mph)]
Small: (Rate/3) + (Rate/3) [10 ft./turn at rank 1 (7 mph)]
Medium: No change [20 ft./turn at rank 1 (10 mph)]
Large: Rate + (Rate/3) [25 ft./turn at rank 1 (13 mph)]
Huge: Rate + (Rate/3) + (Rate/3) [30 ft./turn at rank 1 (17 mph)]
Gargantuan: Rate x2 [35 ft./turn at rank 1 (20 mph)]
Colossal: (Rate x2) + (Rate/3) [40 ft./turn at rank 1 (23 mph)]

FLUNKIES

Cost:1 or 2 points/rank
Relevant ability: Charisma
Progression: As d20 SRD

Flunkies appear to be useless low-level NPCs with too few Character Points who can never improve, and the benefits of adding more Flunkies are not clearly explained. Indeed, a single Flunky, even carefully constructed, is virtually useless. But multiple Flunkies can work together, becoming a skilled labor force. If properly goaded on the battlefield, armed Flunkies are a real tactical advantage, giving you the benefits of their superior numbers.

Advancing Flunkies: Flunkies have no class levels, so they do not gain any benefits from leveling or experience points. (Unlike Pet Monsters and Servants, who start as 1st level Adventurer NPCs. They gain XP as though they were cohorts.)

Adjusted racial costs: Small size is a disadvantage for Flunkies. Speed and carrying capacity are often more important than combat effectiveness, and these are penalized by reducing size. The racial costs of Dolls and Fairies have been adjusted to reflect that. Fairy racial traits return 2 bonus points (instead of costing 3). Small Doll traits are worth 3 build points. Tiny Doll traits return 2 bonus points instead, and Diminutive Doll traits return 4 bonus points.

Ability scores: A Flunky starts with a 3 in each Ability score, brining the minimum possible cost to 9 discretionary CP. No ability score may be taken below a 3. The maximum possible score is an 18 (unmodified). A Flunky's starting Hit Points and Energy Points are those of a 1st Level Adventurer (4 HP, 1d2 Energy), modified appropriately. Race is then purchased with the remaining CP. Racial penalties that would take an Ability score below a 1 result in 1 instead, with the exception of Intelligence, which has a minimum of 3.

Spell cards: All Flunkies have a Rank 1 Spell Card (Blaster; Small sphere of Energy; Damage: 1d4), which they cannot improve or use as a bomb. Only Combat Flunkies may gain new cards, and they may not bomb with those, either. A Spell Card gained from racial attributes returns 4 CP to a non-combat Flunky.

Personal Gear: Flunkies with Personal Gear may only use that gear for themselves. The entry on Flunkies says nothing about lending their Personal Gear to others (it's Personal Gear, not Public Gear), so there's no reason to say that they can. There is also plenty of reason to think that a player might abuse this Attribute. There may be exceptional circumstances where a Flunky might lend you her tools (because you can't access your own, for example), or pour a healing potion down your throat to save your life, but you shouldn't end up with anything more than 1-3 Minor Items per rank of Flunkies (the Flunkies themselves can still carry more, that's just the limit on what you can borrow).
Flunkies who share Attributes have identical items from Personal Gear.

Commanding Flunkies: Flunkies should be treated as Neutral NPCs who are constantly under the effects of a Charm Person spell (or Charm Monster, depending on race), making them Friendly to you. Instead of an opposed Charisma check, convincing a flunky to do something it normally wouldn't do requires a successful Power Usage: Flunkies check, with the DC is based on the difficulty of the task and how dangerous it is. Although combat Flunkies will fight to defend you, and they can obey your orders in a fight, they cannot do anything that is obviously harmful or suicidal. To make Flunkies follow your exact orders in battle, use the Aura of Command attribute instead.

Aura of Command: Flunkies are not trained soldiers. They will defend themselves and defend you, but they are not good at following orders, and may run from a battle if faced with an overwhelming foe. To make them fight like soldiers, you must inspire your Flunkies with the Aura of Command attribute. A Flunky you inspire does not become a better combatant, but it will follow your orders without hesitation, acting under your control for as long as you're able to communicate. A non-combatant Flunky inspired in this way may take up arms to defend you, becoming a combatant, but can't follow your orders. If your Flunkies are suffering from a fear effect, you can make a Power Usage: Aura of Command check to dispel the effect (opposed the enemy's Intimidate skill, or the caster's Power Usage if the effect is magical).

Tiny blockers: A Flunky cannot normally defend you from attacks if it is 2 or more size categories smaller than you. However, a Special Defense linked to your Flunkies Attribute can represent an effective mini-blocker.

Aiding non-combat skills: Flunkies work together, improving skill checks. Each Flunky aiding a non-combat skill check adds a cumulative +1 bonus to the result (up to +20), provided that they are able to make the check.

MAGIC/PSIONICS

Cost: 4 points/rank
Relevant ability: Intelligence, Wisdom, or Charisma
Progression: 10 magic points and +2 caster/manifester level per rank

The Magic/Psionics Attribute uses the same method of magical abilities presented in the Anime OSD– direct expenditure of Energy Points is used to activate powers that do not fail to work. Spellcasters using this attribute instead of the Dynamic version usually know fewer spells but don't need to make drain or control checks.

The Magic attribute creates Spell-Like Abilities, while the Psionics attribute creates Psi-Like Abilities, rather than actual spells or powers. This means abilities acquired from this attribute can't be used for counterspelling. Metamagic and Metapsionics are still possible, but the spells must be purchased with permanent Metamagic effects at the adjusted spellcasting DC, and the metamagic can't take effect unless the caster also has the corresponding feats. If the Metamagic increased the EP cost of the spell, it is not lowered for a character without the right feat. For powers with Metapsionic abilities, psionic focus is still required to use the Metapsionics, though they can be manifested normally without focus at no change in EP cost. It is sometimes a good idea to learn the same spell or power more than once, acquiring one metamagic version and a lower cost normal version.

Spells may be purchased using magic points from the Magic Attribute at a cost of the spell's DC divided by 5 (rounded down). Activating (casting) these spells uses EP equal to half the MP spent to acquire them (rounded up). For example, the Haste spell has a DC of 31 and costs 6 MP to learn via the Magic Attribute. Each use of this spell drains 3 EP from the character. The GM must approve the use of any spell as a magical ability through the Magic Attribute; some spells may simply be inappropriate.

Spells or powers the character can acquire depend on the ranks of this attribute, based on spellcasting DCs. Each rank is equal to twice its caster level, which only counts for the attribute's spells and for item creation prerequisites. It does not stack with bonuses to CL acquired through

Dynamic Sorcery or through class levels, though feats and other attributes designed to enhance CL can improve it. The same applies to Psionics and the character's ML.

Rank 1 = DC < 20
Rank 2 = DC < 25
Rank 3 = DC < 30
Rank 4 = DC < 34
Rank 5 = DC < 38
Rank 6 = DC < 42
Rank 7 = DC < 45
Rank 8 = DC < 48
Rank 9 = DC < 51
Rank 10 = No limit

Augmentations: Psionic Powers acquired through ranks of this attribute can still be augmented to improve their effectiveness. A Psionic Power has a limit to the number of times it can be augmented, equal to ([Manifester Level] – the Power's original PP cost)/(the PP cost to augment), rounded down. The easy way to do this is to start with the original Power Point totals, and make sure they don't add up to more than the character's Manifester Level. To get the Augmentation cost in Energy Points, divide its Power Point cost by 3 and round down (minimum 0).

To keep Magic/Psionics from dominating its more expensive EP sucking Dynamic versions, spells or powers which can learned using this attribute are restricted by the character's thematic power. Acquiring extra themes costs nothing, but ranks of Magic/Psionics representing the new power don't stack with previous ranks of the attribute. This does not return bonus points, though additional Magical Restrictions will if acquired as Defects (as long as they are appropriate). Severely restrictive themes may lower the overall cost of the attribute, and themes with a lot of available spells may increase the cost.

Energy Points: Upon taking this Attribute, you select one mental Ability score related to this Attribute. From then on, your Energy Point total increases by 1d2 + that Ability modifier each level.

Magic that comes from bargaining with nature spirits, communicating with plants or animals, one's innate spiritual abilities, or from connecting with the hearts of others relies on Charisma. Magic that comes from intuition, meditation, or adherence to a moral or religious code is usually related to Wisdom. Magic obtained from knowledge, study, or skill (particularly Black Magic and Alchemy) is Intelligence related, as are most Psionic powers. Sometimes thematic powers in Touhou cover more than one of these categories (or none at all), but you only need to choose one Ability score to use.

MECHANICAL GENIUS

Cost: 2 Points/rank
Relevant ability: Intelligence
Progression: as Anime d20 SRD

In addition to its listed abilities, Mechanical genius provides the following benefits:

- You can modify Items of Power by exchanging Attributes and Defects.
- You can create a Magic, Psionic, or Tech item without investing Character Points if you use the appropriate Craft skill and pay for the cost of the materials.
- You receive a +2 bonus per rank for Craft checks involving Magic, Psionic, or Tech items.
- With this attribute, you can make a Power Usage: Mechanical Genius check to emulate attributes and abilities for the purpose of crafting items. Failure or success results in the loss of 1 wealth bonus worth of materials, and there is no taking 10 or 20 on the check, though retries are possible.

TABLE 5-1: MECHANICAL GENIUS

Task	DC
Emulate an alignment:	DC 30
Emulate an attribute:	DC 20
Emulate a caster/manifester level*:	DC 10 + CL/ML
Emulate a feat:	DC 25
Emulate a psionic power:	DC = manifesting DC
Emulate a spell:	DC = spellcasting DC

**Each rank of Mechanical Genius can emulate up to 2 caster or manifester levels. Ranks beyond 6 are possible, but don't affect build/repair times.*

SPEED

Cost: 2 Points/Rank
Relevant ability: Dexterity
Progression: As Anime d20 SRD

Speed functions the same as in the PDF, but the Attribute description does not explain how the attribute affects anything other than movement or Initiative. Fast characters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. This reduces the total amount of time needed to complete skill checks, down to a minimum of 6 seconds (1 round), and only when it would make sense.

For example, 4 ranks of Speed can let you construct a wooden shed in 1.6 hours (96 minutes) instead of a day. Sometimes it is just easer to make to multiple checks in the same period of time. With 5 or 6 ranks of Speed, this is the same as taking 20 in the time it takes for a single skill use (you could actually take 30, but it's pointless since taking 20 will get the same result; if you really need to know how much time is required to take 20 in a single check, divide the increment by 1.5 for rank 5, and by 3 for rank 6).

Some tasks are only shortened under certain conditions. For example, it normally takes 1 week to learn 1 rank in a class skill from another character. Even with maximum ranks of Speed, the character can't learn faster than the instructor can teach, so it would still take a full week to acquire 1 rank. But if the instructor also has 1 rank of Speed, training is completed in 3.5 days. Some activities are impossible to accelerate, such as Perform checks, which require the character to perform for a full hour regardless of how fast she can move.

A character still heals and recovers Energy Points normally, so time spent sleeping is not affected, but certain long term tasks may already have included time for eating, sleeping, and such. It still takes 24 hours to make a Knowledge check for learning a Magic Spell or discovering a Psionic Power, though with each rank, the character can make more checks in that same 24 hour period.

The Speed attribute does not affect anything that can be sped up by another Attribute, especially if it is covered by Burrowing, Flight, or Mechanical Genius. A character is able to use Flight at rank 1 from a running start at 1 rank of Speed, but once in the air, she cannot move more than 20ft. It may be possible to gain a little extra air speed from momentum, but this would require a Power Usage: Flight check to stay in control. For Mechanical Genius, regular Craft checks are affected by Speed or Mechanical Genius (whichever is greater), but attempts to Craft an Item of Power (especially a magic, psionic, or tech item) are only affected by Mechanical Genius.

Size and Speed: Speed is affected by your movement rate, which most often depends on your size. Larger creatures cover more ground with every step, and smaller creatures who move at the same rate cannot travel as far in the same amount of time.

Spells affecting movement rates: Some magic spells (like Expeditious Retreat) and psionic powers increase your land speed, adding their bonuses to your land speed acquired from the Speed Attribute.

Speed in ft. per turn, plus effects

Rank 1: 50 mph; 90 ft./turn; Chase scale: 2 sq./turn; tasks completed at 2 times normal speed
Rank 2: 100 mph; 180 ft./turn; Chase scale: 4 sq./turn; tasks completed at 5 times normal speed
Rank 3: 200 mph; 360 ft./turn; Chase scale: 7 sq./turn; tasks completed at 10 times normal speed
Rank 4: 400 mph; 720 ft./turn; Chase scale: 14 sq./turn; tasks completed at 15 times normal speed
Rank 5: 800 mph; 1,440 ft./turn; Chase scale: 29 sq./turn; tasks completed at 30 times normal speed
Rank 6: 1,600 mph; 2,880 ft./turn; Chase scale: 58 sq./turn; tasks completed at 60 times normal speed

Movement rate adjustments based on size

Fine: Rate/12; [10 ft./turn at rank 1 (4 mph)]
Diminutive: Rate/6 [15 ft./turn at rank 1 (8 mph)]
Tiny: Rate/3 [30 ft./turn at rank 1 (17 mph)]
Small: (Rate/3) + (Rate/3) [60 ft./turn at rank 1 (33 mph)]
Medium: No change [90 ft./turn at rank 1 (50 mph)]
Large: Rate + (Rate/3) [120 ft./turn at rank 1 (67 mph)]
Huge: Rate + (Rate/3) + (Rate/3) [150 ft./turn at rank 1 (83 mph)]
Gargantuan: Rate x2 [180 ft./turn at rank 1 (100 mph)]
Colossal: (Rate x2) + (Rate/3) [210 ft./turn at rank 1 (117 mph)]

TRANSMUTATION

Cost: 3–6 Points/rank
Relevant ability: Intelligence
Progression: Descriptive; see below

The original text for Transmutation in the PDF file isn't really a description, it's a giant headache waiting to happen. So here is something actually based on the Tri-Stat version (3rd edition) instead.

Transmutation lets a character transform one object into another. The limitations are based on the CP value of the object and its weight.

The character can transmute an object that is worth up to 1 Character Point/Level, provided that object is also within the mass limit. The object's new form is also limited to 1 Character Point/Level. Consequently, any mundane object of appropriate mass can be transformed at Rank 1. (A Minor Item is worth 1-2 CP, and a Major item is worth 3-4 CP)

When attempting to transmute an Item that is in the sphere of control of another character, the character must make a successful Called Shot to the item with a touch attack (the same as an Unarmed Attack at a –2 penalty). He or she suffers a –1 penalty to the Power Usage: Transmutation check for each full Character Point the Item costs. The check is resisted by the controlling character's Fortitude save. Items that are Transmuted will only remain transformed for a short period of time (one minute).

There are 5 different versions of Transmutation with varying Character Point costs, listed below. Attempting a Transmutation requires a successful Power Usage: Transmutation check (DC 10 is average).

Transmutation: Unlimited
Cost: 6 Points/rank
The character can transmute nonliving matter into any other object (within the limits of his or her rank), which even allows transforming a mass of air into an object.
Note: "Nonliving matter" does not include Constructs or Undead.

Transmutation: Any Solid
Cost: 5 Points/rank
The character can transmute any solid or liquid object into another solid or liquid. Transmuting a solid to a liquid, or vice versa, adds +8 to the Transmutation DC.

Transmutation: Major Class
Cost: 4 Points/rank
The character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food."

Transmutation: Similar Mass
Cost: 4 Points/rank
The character can only transmute one object to another of similar mass. The types of objects must be solids or liquids, but otherwise are unrestricted. Transmuting a solid to a liquid, or vice versa, adds +8 to the Transmutation DC.
Normal: The character can transmute any object within his or her mass limit into any other object within that limit. For example, he or she can transmute a feather into a 2 lb. brick at rank 2, because the rank 2 limit is 2 lbs.

Transmutation: Minor Class
Cost: 3 Points/rank
The character is limited to a transmutation within a specific category and of similar mass, such as "lead to gold," or "spoiled food to edible food."
The GM may restrict any categories that seem overly broad or too powerful.

Transmutation

Rank 1: Transmute up to 1 lb. of material. Item limit: 1 CP (Minor items)
Rank 2: Transmute up to 2 lbs. of material. Item limit: 2 CP (Minor items)
Rank 3: Transmute up to 10 lbs. of material. Item limit: 3 CP (Major items)
Rank 4: Transmute up to 20 lbs. of material. Item limit: 4 CP (Major items)
Rank 5: Transmute up to 100 lbs. of material. Item limit: 5 CP (Item of Power rank 1)
Rank 6: Transmute up to 200 lbs. of material. Item limit: 6 CP (Item of Power rank 2)

WEALTH

Cost: 3 Points/rank
Relevant ability: None
Progression: +6 wealth bonus per rank (maximum 6 ranks, or +36)

Your liquid assets are represented by a wealth bonus equal to +6 per rank of this Attribute. Whenever you gain a new level, add +2d4 to your wealth bonus per rank of this attribute.

NEW ATTRIBUTES

ARCANE SPECIALTY

Cost: 1 point/rank
Relevant ability: None
Progression: 1 spell per rank
Prerequisite: Dynamic spellcasting ability

You have a favorite spell (or Psionic Power) which has become your catchphrase or trademark move. Upon taking this attribute, you select a spell you already know. This attribute gives you a +5 bonus to resist Drain and Control checks for that specific spell, and adds +1 to the spell save DC. Distinguish this spell from ordinary versions. You might give it a new name, shout it like an attack phrase, or add special effects.

AURA SCANNING

Cost: 2 points/rank
Relevant ability: Intelligence
Progression: As Computer Scanning in Anime d20 SRD
Special: Replaces Computer Scanning in the Tech Genius's attribute list.

Aura Scanning allows you to detect, identify, and fully comprehend magic spells that have been cast in the surrounding area. Similar to spells like Detect Magic, you can learn the same kind of information (such as aura strength, and the school of magic a spell belongs to). However, you also have access to more detailed information, such as the caster's aura signature (sort of like a magical fingerprint), or details about the area in which the spell was cast. You may also use this attribute to alter, weaken, or even disable permanent spells like Explosive Runes or Fire Trap.

Analyze Magic Item: Used only on a magic (or psionic) items. You can take a full round action to make a Power Usage check to learn the name and special properties of an item within range, as though you had cast Identify on it. The DC is 10 + the creator's Caster Level (or Manifester Level). You can take 10 or 20 on the check.

Passive Scan: If a spell has been cast within range, you make a DC 10 Power Usage check to detect it. If the spell is Silenced or Stilled, the DC increases by +5 (+10 if it is both). A creature with Sensory Block: Aura Scanning adds its Intelligence modifier and ranks of Power Usage: Sensory Block to the DC. A single sweep takes a full round to complete, though you can take 10 or 20 on the check.

Once a spell has been detected by this attribute, it can be altered. To alter a spell in the following ways, you make a Power Usage: Aura Scanning check opposed by the caster's Power Usage: Spellcraft. There are no retries.

Alter Alignment: If the spell targets a particular alignment or deals alignment energy damage, you may change that alignment to Good, Evil, Lawful, or Chaotic. Use this only on permanent spells or traps.

Alter Elemental Energy: If the spell deals force damage or elemental energy damage, you may change it to one of the following types: Acid, Cold, Fire, or Electricity. All other effects remain unchanged, unless they were related to the original element. (For example, change the fire damage from Fire Trap to cold, and it will do full damage underwater without creating a cloud of steam.) Use this only on permanent spells or traps.

Aura Spoof: Change a spell's aura as though subjected to the effects of Magic Aura. You can also create false information for spells like Alarm and Status, but you cannot affect sensory information in spells like Clairvoyance or Scrying. (You need the Sensory Block: Divinations attribute to do that.)

Create Arcane Failure: You alter the wording of a spell, causing it to fail. This process takes a full minute to complete, so it has no effect on spells with a lower duration. The malicious instructions you insert have a nasty backfire effect. You lose 1d4 EP and 2 HP per spell level (a 0-level spell costs you 1 EP and 1 HP).

Degrade Aura: You reduce the spell's caster level by 2/rank of this attribute. You cannot take it below caster level 1.

Disrupt Control: Used only on a summoned monster or the target of an animation spell. This causes the controller to temporarily lose her command of the creature so it perceives you and your allies as neutral. If the controller is nearby, she is seen as an enemy. The duration is 1 full round, but you can make a new check at the start of your next turn.

Suppress Magic Item: If the spell is part of a magic weapon, armor, or wondrous item, you may temporarily dispell its effects for 1d4 rounds +1/rank of this attribute. Magic weapons become ordinary Masterwork weapons, and the same is true for armor.

Suppress Permanency: If the spell's duration is permanent (or permanent until it is triggered), you may temporarily dispell it for 1d4 rounds +1/rank of this attribute.

BONUS DOMAIN

Cost: 2 points/rank
Relevant ability: None
Progression: One extra divine domain per rank.
Prerequisite: Dynamic spellcasting ability

This attribute grants you a divine domain from the Miko list. You may cast spells from the domain at half the Drain cost, and you have use of the domain's associated Miko power.

BONUS SPELLS/POWERS

Cost: 1 point/rank
Relevant ability: None
Progression: 4 spell slots/rank
Prerequisite: Dynamic Sorcery or Dynamic Psionics rank 1

This attribute increases your capacity to learn new spells or psionic powers. Each rank grants you an additional 4 spell slots.

DYNAMIC PSIONICS

Cost: 7 points/rank
Relevant ability: Intelligence
Progression: descriptive; see below

Dynamic Psionics works like Dynamic Sorcery. The character may only learn Psionic powers (just as in Dynamic Sorcery, the character is restricted to magic spells).

Manifesting a Power: Manifesting a psionic power requires a Fortitude Save against the power's Drain. The result of the Save determines the amount of Drain suffered by the manifester (the EP cost is equal to the Base Cost + Drain). If the Fortitude Save fails, a Control check will also be required to determine if the manifester can maintain control over the flow of energy coursing through her. If the Save fails by 10 or more, the EP cost is doubled, the manifester becomes Fatigued.

Manifesting does not require a Fortitude Save every single time. If the power's level is less than or equal to its manifester's ranks of Dynamic Psionics, success is automatic. The manifester pays the base drain cost only.

Augmentation: Augmenting a power adds its augmentation price to the Manifesting DC rather than EP cost, and there is no limit to the number of times a power may be augmented. However, if the increase to the Manifesting DC exceeds the character's manifester level, she must make a Drain check.

Gaining new powers: A Dynamic Psion does not automatically know any powers, or gain new powers with levels. However, at any time, a Dynamic Psion may attempt to discover a power through intense meditation and training. The attempt requires a successful +10 Knowledge: Psionics check against the power's DC and takes 24 hours to complete (regardless of success). The Psion does not gain bonuses for re-attempting to discover the same power.

TABLE 5-2 ENERGY POINT COST BY DIFFICULTY CLASS

Level	Manifesting DC	Base Cost	Drain
1	20-24	2	1d6
2	25-29	3	1d8
3-4	30-34	3	1d10
5	35-39	4	2d6
6	40-44	4	2d8
7-8	45-49	5	2d10
9	50-54	5	4d6
9+	55-59	6	4d8
9+	60-64	6	4d10
9+	65-69	7	8d6

Mind Control and Dynamic Psionics: A target under the influence of your Mind Control Attribute takes a –4 penalty to resist Mind Affecting powers from you and your allies.

Mind Shield: The bonus from Mind Shield also applies to Willpower saves vs. psionics.

Telepathy (Attribute) and Dynamic Psionics: Each rank of Telepathy (full) you possess adds 1 to the DC for resisting your powers from the Telepathy discipline. (This effect does not stack with DC increases from Augmentation.) When you make a ranged special attack roll with a Telepathy power, you also add your ranks of the Telepathy Attribute to your total.

If you are engaged in Mind Combat with your target, you may manifest a Mind Affecting power as an attack action. Doing so will cause the power to automatically hit your target (requiring no Ranged Special Attack roll, since you have already connected with your target) and the power's initial Willpower save becomes your psychic attack roll (Fortitude and Reflex saves are resolved normally). You must have at least 4 ranks of Telepathy (full) to do this.

Teleportation and Dynamic Psionics: Each rank of Teleportation (full) you possess adds 1 to the DC for resisting your powers from the Psychoportation discipline. (This effect does not stack with DC increases from Augmentation.) When you make a ranged special attack roll with a Psychoportation power, you also add your ranks of the Teleportation Attribute to your total.

When using a power that teleports you within a limited range (such as Psionic Dimension Door), you can add the range of your Teleportation attribute to the maximum range of the power.

Progression:

Rank 1 – The character gains a +2 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 2. The character has 8 spell slots and rolls 1d2 to determine EP gained each Level.
Limit 1st level Powers

Rank 2 – The character gains a +4 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 4. The character has 16 spell slots and rolls 1d4 to determine EP gained each Level.
Limit 2nd level Powers

Rank 3 – The character gains a +6 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 6. The character has 24 spell slots and rolls 1d6 to determine EP gained each Level.
Limit 3rd level Powers

Rank 4 – The character gains a +8 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 8. The character has 32 spell slots and rolls 1d8 to determine EP gained each Level.
Limit 4th level Powers

Rank 5 – The character gains a +10 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 10. The character has 40 spell slots and rolls 1d10 to determine EP gained each Level.
Limit 5th level Powers

Rank 6 – The character gains a +12 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 12. The character has 48 spell slots and rolls 1d12 to determine EP gained each Level.
Limit 6th level Powers

Rank 7 – The character gains a +14 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 14. The character has 56 spell slots and rolls 2d8 to determine EP gained each Level.
Limit 7th level Powers

Rank 8 – The character gains a +16 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 16. The character has 64 spell slots and rolls 1d20 to determine EP gained each Level.
Limit 8th level Powers

Rank 9 – The character gains a +18 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 18. The character has 72 spell slots and rolls 2d12 to determine EP gained each Level.
Limit 9th level Powers

Rank 10 – The character gains a +20 bonus on Fortitude Saves against Drain and Control checks and has a Manifester Level of 20. The character has 80 spell slots and rolls 3d10 to determine EP gained each Level.
Limit 10th level Powers

DEFECTS

Sometimes I wonder if there are entire missing chapters in d20 Anime. Chapters that include d20-compatible versions of important Tri-Stat features like inhuman characters, dual personas, and defect limits, creating some sort of context for all these vague entries. Anyway, there isn't one, so this section is meant for introducing tangible penalties to existing defects.

Racial Defects – Some defects are assigned to character races. Most of these defects would not be appropriate to remove, especially if they play a huge role in the game (such as a youkai character's weakness to Positive Energy), or represent some sort of important characteristic (like a Ghost's Easily Distracted attribute, which gives the character a reason not to pass on and rejoin the cycle of reincarnation). Exceptions can be made for Limited Use of a racial Alternate Form, or for low CP cost defects.

EASILY DISTRACTED

This defect penalizes the awareness skills: Listen, Search, Sense Motive, Spot; as well as Sixth Sense checks. No character is forced to act differently or complete any task when a trigger is present, but the penalties will remain until the trigger is dealt with and the character's actions are resolved. Once a trigger has been spotted, it cannot be ignored.

FAMOUS

This defect only attracts unwanted attention, making normal life difficult. Major advantages associated with being famous (such as a commanding influence on others, a lot of attractive fans, or access to celebrity parties) are represented by ability scores and attributes, like Charisma, Flunkies, Wealth, and Aura of Command, and are therefore not granted with this defect. Instead, fame works as a second Reputation score that becomes worse as it gets higher. Friendly or Indifferent NPCs who meet a Famous character make a Reputation check against a DC of 25, adding the indicated bonus instead of the Famous character's normal Reputation bonus (these don't stack). If the NPC succeeds, he becomes Starstruck. Treat this as a Hostile attitude, except the NPC aggressively demands autographs, photos, or other forms of attention instead of attacking that character. A Starstruck NPC is also able to inform others nearby and draw a crowd of fans, inhibiting movement and visibility. It takes only 30 seconds (5 rounds) for a small crowd to form if there are others nearby.

It's possible for an NPC to fail a fame check but succeed at a normal Reputation check, or vice versa. Fame is not a guarantee that others will remember everything you do, and some might remember you for your other actions without even knowing or caring that you are famous.

If a Starstruck crowd does form, it may be dispersed by resolving all interactions such as autograph signing, performing, handshaking, etc... The length of time depends on the severity of the defect.

A crowd hampers movement without providing you with any concealment, because all of the crowd's actions are directed at you. Their movement patterns make you easy to spot from a long distance away. If the crowd includes NPC Adepts, a few of them might be able to cast See Invisible or manifest Trace Teleport. And if you happen to be in a Youkai, Tengu, or Ghost dominated area, the entire crowd can fly.

Think carefully before taking this defect. Being Famous means that certain everyday activities may suddenly become challenging, or downright impossible. Don't forget that crowds provide excellent cover for anyone who wants to sneak up and harm you. And most of all, beware

1 BP – The character suffers a –4 penalty to Listen, Search, Sense Motive, Spot checks, as well as Sixth Sense and other Wisdom related checks that involve awareness, for as long as the distraction is present. The character's distractions are infrequent, showing up in 10% of encounters (10 or less on a d100).

2 BP – The character suffers a –4 penalty to Listen, Search, Sense Motive, Spot checks, as well as Sixth Sense and other Wisdom related checks that involve awareness, for as long as the distraction is present. The character's distractions are frequent, showing up in 25% of encounters (25 or less on a d100).

3 BP – The character suffers a –4 penalty to Listen, Search, Sense Motive, Spot checks, as well as Sixth Sense and other Wisdom related checks that involve awareness, for as long as the distraction is present. The character's distractions are constant, showing up in 50% of encounters (50 or less on a d100).

the mob of shreiking fans, for they will try to rip you apart and make relics of your shredded remains. Unless you plan ahead, you might face challenges much worse than the character point return would warrant.

GIRL/GUY MAGNET

Similar to Famous, this defect attracts unwanted attention in the form of Stalker NPCs. Stalkers are considered Unfriendly, except they demand undeserved attention instead of insulting or taunting the Magnet character. A stalker NPC can't be removed or convinced to leave the Magnet character permanently without spending CP to remove the defect. A stalker can be convinced to leave temporarily, but the length of time they stay gone depends on how many ranks of this defect the character has. At 3 ranks of Girl/Guy Magnet, the Stalkers form a crowd which inhibits movement, visibility, etc... If the Magnet character also has ranks of the Famous defect, Stalkers instantly succeed on Reputation checks against fame.

1 BP – Partially Famous: +5 bonus to Reputation checks against you; It takes 1d6 minutes to disperse a Starstruck crowd.
2 BP – Moderately Famous: +10 bonus to Reputation checks against you; It takes 1d6 x10 minutes to disperse a Starstruck crowd.
3 BP – Severely Famous: +15 bonus to Reputation checks against you; It takes 2d6 hours to disperse a Starstruck crowd.

1 BP – 1–2 Stalkers, can be dismissed for 4d6 hours
2 BP – 3–6 Stalkers, can be dismissed for 2d6 hours
3 BP – Crowd of Stalkers, can be dismissed for 1d3 hours

–ISM

Ism makes sense when you apply it to the entire campaign setting, but not individually. That means it is better to start with a specific quality and then attach the –Ism to it. For example, if you have two male characters, you can't have one take a rank of Sexism while the other does not. Either all male characters take a rank of Sexism, or none do.

This could lead to peculiar situations, because defects can be eliminated by paying the cost of the bonus points returned by the defect, but a character who pays to remove an –ism can only do so by removing the associated quality. Apply this to the previous example. The quality associated with Sexism is being male. To get rid of this -Ism, the character would have to cease being male, perhaps with the aid of some rusty garden shears. Defect removal should not create more problems than it solves, so it's almost never a good idea to remove an -Ism. (Of course, a character can profoundly change society to eradicate an –Ism, but this is a huge investment of time and Character Points, far more than the defect is worth.)

In Gensokyo, –isms are not a big problem, so taking this defect would not impose restrictions on equipment and resources, nor would it automatically change NPC attitudes towards the character. An –ism's penalties might not apply when dealing with members of the same group, with those who are closely associated with that group, or with characters who are strangely ignorant of the prevalent stereotypes. There also may be circumstances where one or two Charisma related skills are unaffected by this defect (for example, Ageism won't affect Handle Animal, but Racism can, especially when police dogs are involved). Use Magic Device is the only Charisma skill to be fully immune to these penalties.

1 BP – The character suffers a –1 penalty to all Charisma related skills except Use Magic Device.
2 BP – The character suffers a –2 penalty to all Charisma related skills except Use Magic Device.
3 BP – The character suffers a –3 penalty to all Charisma related skills except Use Magic Device.

The Wayback Machine - https://web.archive.org/web/20160704213441/http://gensod20.alotspace.com:80/spellcards.htm

SPELL CARDS

I. Attribute Properties
II. Spell Card Names
III. Spell Cards in Combat
i. Spell Card Duels
ii. Wagers
iii. Fights
IV. Creating a Spell Card
V. Using Your Card
i. Standard Attack
ii. Bombs
VI. Danmaku Shapes
VII. Composition
VIII. Size
IX. Special Attack Properties

ATTRIBUTE PROPERTIES

Cost: 4 points/rank; see below
Relevant ability: None
Progression: 5 build points per rank; see below
Advancement: Each rank can improve an existing Spell Card, or start a new one at Rank 1
Special: All characters start with a free Spell Card at rank 1. Every 3 levels, they get 1 additional rank of this attribute at no cost.

A Spell Card is a special or unique danmaku attack. It is often named by the owner, and related to the owner's thematic power. Powerful Spell Cards can spew projectiles in incredibly complex shooting patterns, filling the air with spectacular and bewildering displays of magical firepower.

Spell card combat was established by Reimu Hakurei, a shrine maiden, to give ordinary humans a chance to defend themselves against powerful youkai. Similar to dueling, it is a way to settle disputes of honor through nonlethal danmaku combat. Some youkai view the creation of spell cards as the ultimate means of self−expression.

SPELL CARD NAMES

A spell card's name has two parts. The first is a designation (sometimes followed by the word "sign") or category related to the card's power source, and the second is a declaration of intent, a description of the attack, or anything relating to the owner's thematic power.

SPELL CARDS IN COMBAT

A Spell Card's description shows its primary attack, which unleashes a short burst of danmaku projectiles, making it a ranged attack. Once the Spell Card has been used, it cannot be used again for the remainder of the round (unless it has the Flurry special ability). If the attacker is making a Full Attack, and she has extra attacks available, she can switch to another Spell Card for each new attack. Drawing a Spell Card and declaring the attack is a free action.

Each spell card has a Bomb mode, which is available once per day. A Bomb uses up all of the card's energy at once, spitting out thousands of bullets in complex patterns that fill entire areas, and absorbing all projectiles in its path. When a character runs into these patterns, she can try to squeeze through gaps in the bullet walls with slow and precise steps. This technique is known as focused movement.

Rare color documentary footage of the attack on Pearl Harbor.

Spell Card Duels

- The most common use of a spell card is in a duel of curtain fire between two willing individuals. Both parties make a wager before combat, and the winner takes all.
- Winners generally allow for rematches.
- In terms of actual gameplay, a duel is like regular combat, but only Spell Card attacks are allowed.

Wagers

- Both parties must willingly agree to terms before engaging in spell card combat (to challenge an NPC, its attitude must be at least neutral, and it cannot be mind controlled, charmed, or otherwise forced into participation)
- The challenger places the ante, and the defender can either match it with something of equal value, raise the ante if the challenger agrees, or refuse altogether if he or she doesn't want it
- Any adjustments or changes in a wager afterwards require the consent of both parties
- Once the wagers are set, the fight begins

Fights

- Every spell card must have a name. Its name is declared before activation.
- Only spell card attacks are acceptable (no Dynamic Sorcery/Psionics, Mind Control, etc...)
- A character loses when he or she is unable to continue fighting, or has run out of cards.

CREATING A SPELL CARD

1. Pick a Theme

To create a spell card, start by coming up with a concept or theme for your bomb attack before anything else. Building a spell card is all about how your character expresses herself with bullets, so it's better to try to start with an idea and find what fits it best, rather than browse through the options and just pick and choose. Chances are you will not have enough Character Points to build exactly what you want, so it might help to design the final product first, then use it as a guide for advancement. (Sometimes it's better to have some points to look forward to, rather than spend everything at once on a big Spell Card with a lot of weakened abilities, and then spending all your new points getting rid of the disabilities. Especially if you change your mind about how you want your final card to work.)

2. Determine the Shape

Next, choose a shape for your projectiles. Shape affects the starting area of your bomb, and some shapes have minor abilities. The listed shapes are: Arrow (for attacks based on arrows, darts, and similar objects), Blade (for attacks based on bladed weapons, not limited to daggers), Bullet (projectiles shaped like actual bullets, including anything fired out of a gun or a pointed index finger), Laser (curvy or straight rays of energy), Sphere (the basic danmaku projectile, but it could also stand for any unusual shapes with no special properties, like hoops or butterflies), Spike (for accurate, penetrating, or fast moving attacks), and Teardrop (for liquid shapes like raindrops, for bashing weapons, or just heavy blunt objects like boulders).

3. Choose Bullet Sizes

Then, choose the size of your projectiles. They can be Small, Medium, or Large. Size determines the damage die, and this alters the cost of improving the attack's damage. Most Spell Cards have Medium sized projectiles, so the usual cost is 4 points to add 1d6 damage. Small projectiles add d4s and cost 3 points per die, and Large projectiles add d8s and cost 5 points per die. Since you advance by adding 1 die at a time, you can mix up your bullet sizes.

4. Find your Elements and Effects

If your attacks are made of some kind of special element (and most are), choose a composition. Listed here are acid, cold, ectoplasm, fire, lightning, metal, power (generic glowing energy), prayer, shadow, sound, and stone. You may have an alternative in mind (such as poison, force, starlight, flowers, etc...), but you can usually find a suitable effect from a similar element on the list.

There are plenty of other abitlites not covered by elements, which are covered by Special Attack abilities. You may find a few of them that fit your Spell Card concept. Adding a Special Attack ability is like adding a Special Attack (cost: 4 points/rank) but you only take the special abilities (not extra damage). This ability applies to your standard attack and your bomb. For bomb-only effects, the cost is 1 point per rank.

If you still cannot find an effect that is close to what you're aiming for, consider adding a spell effect. Start with a spell, but the damage, area, saves, elements (if any), and minimum duration are all determined by the Spell Card. Other effects that rely on Caster Level are based on the Spell Card's rank instead. The base cost of a spell effect in build points is equal to (spell's level) x (spell's level) x 0.25 with a minimum cost of 1 build point. This effect will only be available in bomb mode.

5. Pay the Final Cost

Finally, pay the build point cost. If you have any leftover build points, hold onto them. They can be spent to gain more abilities when you add another rank, or transferred to the next Spell Card you build.

Every character in this system starts with a rank 1 Spell Card for free. She gains 1 additional free rank of this attribute at level 4, and every 4 levels after that. Each new rank of this attribute can be used to improve an existing Spell Card, or to create a new one. Secondary Spell Cards, like secondary Special Attacks, can be made for 1 point per rank, as long as the ranks don't exceed the primary attack.

Technically, a Spell Card is an Item of Power with a basic bullet firing Special Attack based on the attribute rank. Each upgrade adds 5 build points to spend on new traits. Adding an extra physical damage die costs 3-5 build points per damage die. Elemental damage dice are sometimes more costly, and the size of the bullets affects the cost and changes the damage die.

A rank 1 spell card begins with the following traits:

- **Shape:** Sphere
- **Composition:** Power
- **Size:** Medium
- **Properties:** None
- **Targets:** 1
- **Damage:** 1d6 (unspecified)
- **Range:** 100 ft.
- **Bonus points:** 1 (4/5 were spent on 1d6 damage)

Using Your Card

Standard attack: Your standard attack fires a single bullet and damages one enemy. It is just like you were using a Special Attack (and you can improve it with Special Attack abilities, so you can hit multiple targets or fire extra bullets that way). The attack is linked to the Ranged Special Attack combat skill.

Ordinarily, these attacks are treated as Special Attacks, so the ability is only available once per round, but otherwise there are no limitations on use (like once per day, or an EP cost). Standard attacks can be improved by adding damage dice.

Bombs

A bomb is a high powered danmaku attack, shooting immense amounts of bullets to cover a large area. Bombs can be used defensively as well as offensively, because the enormous amount of energy involved in a single bomb destroys all other projectile attacks that approach the user.

Every Spell Card has a bomb mode. Once per day, during your turn, you can take a full round action to use that bomb. Once it has been consumed, the entire spell card is expended, but you still can use its standard attack. So if you want to bomb more than once a day, you will have to create multiple spell cards.

A bomb's area of effect is determined by its level and its shape, and its special effects are determined by its element. For bombs composed of more than one element, you select only one elemental effect.

Bomb effects:

Area attack: Bombs with cylinder or sphere shapes attack an area instead of a target, requiring no attack roll to succeed. Instead of a defense roll, creatures caught in the area make a Reflex save for no damage. The DC is always 10 + 2 per Spell Card rank, with a maximum of DC of 22.

A bomb with a cone shaped area counts as an attack against multiple targets. The attacker rolls a Ranged Special Attack once, and all creatures caught in the area make defense rolls against it. The creatures take a defense penalty equal to -2 per Spell Card rank, with a maximum penalty of -12.

Bullet grazing: When a bomb is used, other attacks are absorbed, making it impossible for creatures to hit the user with any form of projectile attack until the start of the next round.

Focused movement: A creature can attempt to dodge a bomb attack as a full defense action, making a defense roll instead of its Reflex save. Whether or not it succeeds, the creature's movement rate is cut in half until it leaves the bomb's area. (By taking a full defense action, the creature cannot attack at the start of its next turn.)

Against cone attacks, the defender's check takes half the normal penalty instead.

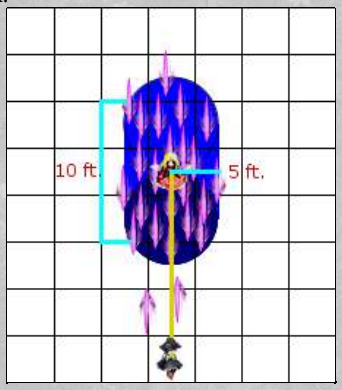
Deathbombing: Creatures with ranks of Rejuvenation (especially Humans) may take Deathbombing as a trigger. That means if an attack reduces the creature to 0 HP or less, the healing from Rejuvenation takes effect, and the creature's largest available bomb is automatically expended, targeting the attacker and its allies. Creatures with no bombs left cannot trigger Rejuvenation in this way.

DANMAKU SHAPES

No danmaku attack is truly formless. The bullets can look like anything from glowing spikes of energy to lasers that bend and curve. Bullet forms are not limited to the shapes listed here, but most anything else can be approximated by these.

Arrow (3 Points)

Arrow shaped projectile attacks do Piercing damage, and work with bow and arrow related feats or magic. An arrow attack may use the Archery combat skill instead of Ranged Special Attack.



Bomb Ability: Fubuki Arrows

- **Area:** Cylinder (Radius: 5ft./rank, Height: 10ft./rank)
- **Duration:** 1 full round +1/rank
- **Bomb description:** You fire a barrage of danmaku in the direction of your target, raining down arrows for 1 full round (+1 additional round per Spell Card rank). Creatures caught inside the attack area take damage during your turn.

Blade (1 Point)

Projectiles shaped like flying blades or other weapons with sharp edges do Slashing damage.

Bomb Ability: Fling

- **Area:** Cone (Range: 15ft./rank)
- **Duration:** Instantaneous
- **Bomb description:** You hurl an extraordinary amount of danmaku with a series of rapid slashes or a single hard throw, forming clusters of projectiles which spread out around your target. Your attack gains the Muscle Powered ability, adding your Str. modifier to damage.

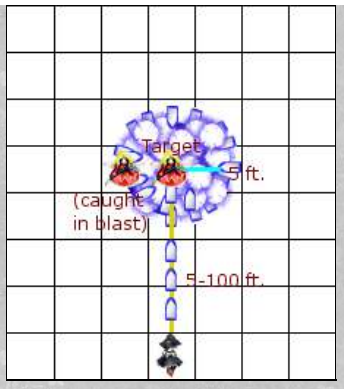
Bullet (3 Points)

Bullet shaped attacks are treated as gunshots, do Ballistic damage, and work with gun related feats like Double Tap. A bullet attack may use the Gun Combat skill instead of Ranged Special Attack.

Laser (5 Points)

Slow moving lasers are no more accurate than other projectile attacks, but their length can be used to restrict enemy movement. The target of a laser attack takes a -1 penalty per Spell Card Rank to defend against it, and the damage type becomes Piercing. A laser attack may use the Heavy Weapons skill instead of Ranged Special Attack.

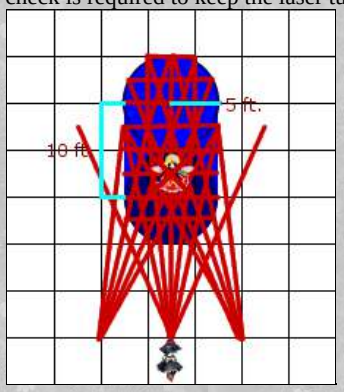
By making a full attack, your laser danmaku may be sustained for 1 full round, dealing damage at the start of your



Bomb Ability: Mortar

- **Area:** Sphere (Radius: 5ft. at rank 1, +15ft. per additional rank)
- **Duration:** Instantaneous
- **Bomb description:** You fire an explosive shell filled with danmaku, which bursts on impact, releasing clouds of bullets that cover the attack's sphere shape. Instead of a normal area attack, you make an Indirect attack against each target at a -2 penalty (-6 if the target is outside your LoS). A damage sphere forms around each target you successfully hit, and you may hit a number of targets equal to the Spell Card's rank (6 targets max).

next turn. If you are damaged before then, a successful Concentration check is required to keep the laser turned on.

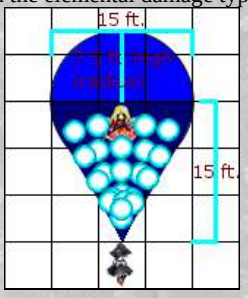


Bomb Ability: Energy Cage

- **Area:** Cylinder (Radius: 5ft./rank, Height: 10ft./rank)
- **Duration:** 1 full round +1/rank
- **Bomb description:** You fire a series of crisscrossing lasers around your target, making it nearly impossible to move. Creatures within the area that fail their Reflex saves against this attack are Immobilized for the duration of the Spell Card.

Sphere (0 Points)

Spherical projectiles have no special traits, and have an unspecified damage type. Spheres with elemental components take on the elemental damage type.

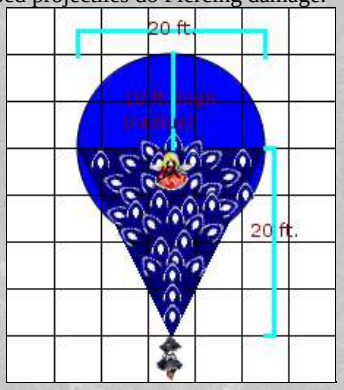


Bomb Ability: Bullet Waves

- **Area:** Cone (Range: 15ft./rank)
- **Duration:** Instantaneous
- **Bomb description:** A common pattern in many danmaku attacks.You send out waves of bullets in dense semicircular formations.

Spike(1 Point)

Spike shaped projectiles do Piercing damage.



Bomb Ability: Twisting Crescent

- **Area:**Cone (Range: 20ft./rank)
- **Duration:** Instantaneous
- **Bomb description:** You fire spiked danmaku outward in crescent shaped formations. The spikes rotate, spin, and change directions, making it difficult for your target to focus on dodging your attack. Creatures caught in your attack take a -1 defense penalty per Spell Card rank.

COMPOSITION

Spell Cards often include elemental energy and other effects. A few possibilities are listed here. When you build a Spell Card with multiple energy types, only one elemental ability may be added to the bomb's effect.

You may take the same element more than once, adding Energy damage dice each time.

Note: Elemental energy damage bypasses armor and damage reduction unless the armor specifically targets that energy type.

SIZE

Each damage die has a base cost of 4 points, altered by its size. The default size is Medium, which is a d6.

Danmaku patterns may include bullets of all sizes.

Small (projectile only) – The projectile is Small, decreasing the damage die to a d4. Small bullets are usually fingertip sized. (-1 points per die)

Medium – This is the default size. The damage die is a d6. The projectile is usually fist-sized, though it can be as large as a beachball without affecting damage. (+0 points)

Large (projectile only) – The projectile is Large, increasing the damage die to a d8. Large projectiles can be up to 5 ft. in diameter. (+1 points per die)

Teardrop (1 Point)

Teardrop projectiles and other blunt or gelatinous shapes do Bludgeoning damage.

Bomb Ability: Pressurized Shot

- **Area:** Cone (Range: 15ft./rank)
- **Duration:** Instantaneous
- **Bomb description:** You release shotgun-like bursts of danmaku at your target, which spread out the further they travel. This attack can be charged up for one round to increase the bullet count, adding 1d6 damage per Spell Card rank (max 3d6). Charging is a full-round action which provokes an attack of opportunity.

Acid (6 Points)

Effect: Adds 1d6 Acid damage.

Associated Element: Fire, Water, or Earth

Bomb Ability: Corrosion

Bomb description: The target must succeed on a Fort. save (DC 12 + Spell Card rank) or take 1d4 Con damage per rank from exposure to acid (6d4 max).

Metal: Exposed metal objects must also make a Fort. save (DC 10 + 2/rank) or lose 2d4 max HP from rusting. The corrosion ability only affects items with ferrous metals (for example, exposed steel swords).

Steel constructs: Characters who are made of iron or steel take 2d4 Dex damage (no save) from this ability.

Ectoplasm (5 Points)

Effect: Adds an extra die of normal damage, creating projectiles of lightless gray flame with the Ghost Touch ability. If the attacker is Incorporeal, the attack has a 50% chance of affecting a corporeal target, and a 100% chance of affecting an Incorporeal target.

Note: The special ability does not extend to the entire attack, since this is a single element. To apply to the whole attack, the Affects Incorporeal ability can be added at the cost of 4 additional Build Points.

Associated Element: Earth or Moon

Bomb Ability: Séance

Bomb description: Summons 1d4 Fairy Skeletons per Spell Card rank. They remain for 1 full round/rank.

Cold(5 Points)

Fire (6 Points)

Effect: Adds an extra die of Fire damage and +1 Fire damage to the total.

Associated Element: Why am I listing this?

Bomb Ability: FIRE!

Effect: The attack adds an extra die of Cold damage, covering surfaces in frost.

Associated Element: Water or Air

Bomb Ability: Freeze

Bomb description: Creatures inside the spell's area must make a successful Fort. save (DC 10 + 2/rank) or be trapped in ice. A trapped creature has restricted movement and attacks physically at a -4 penalty, cannot defend (ignore Dexterity bonuses for AC), and cannot perform actions that require complex gestures (particularly spells).

The ice has 2 HP/rank, takes double damage from fire, and lasts for 1 round/rank (or for the attack's duration, if it is longer). The ice itself weighs 2 lb. per HP, and may be destroyed on with a successful Str. check (DC 10 + the ice's HP).

Frozen flight: Flight is still possible while frozen in ice, but a DC 20 Power Usage: Flight check is required to take off, and creatures relying on Winged Flight are restricted to gliding.

Telekinesis: Power Usage: Telekinesis can be used in place of Str. in an attempt to break the ice. Characters with ranks of Telekinesis: Ice (or Telekinesis: Water) can't lift a frozen character, but they can still make the check to break the ice.

Metal (2 or 4 Points)

Effect: Increases the critical threat range to 19−20 without affecting damage (cost: 2 Points). Taking this element again adds a die of Slashing damage, and the cost increases to 4 points/rank.

Associated Element: Hardcore

Bomb Ability: Fortress

Bomb description: Instead of dealing damage, you may choose to recieve armor instead. This gives you +4 Natural Armor per Spell Card rank to defend against the next attack (20 Armor Points max). The armor lasts for a number of attacks equal to the Spell Card's rank.

Bomb description: Creatures and flammable objects inside the spell's area must make a successful Fort. save (DC 10 + 2/rank) or catch fire. Burning creatures and objects take 1d6 Fire damage per round, and creatures suffer a -2 penalty on all rolls.

Lightning (5 Points)

Effect: Adds an extra die of Electricity damage.

Associated Element: Metal or Air

Bomb Ability: Lightning Sprites

Bomb description: The target makes a Fort. save (DC 10 + 2/rank) or is paralyzed for 1 full round + the duration of the Spell Card.

Poison (6 Points)

Effect: Adds an extra die of Poison energy damage and +2 Poison energy damage to the total.

Associated Element: Wood, Water, or Water and Metal (mercury)

Bomb Ability: Paralytic Toxin

Bomb description: The target must succeed on a Fort. save (DC 12 + Spell Card rank) or take 1d4 Dex. damage per rank from the poison (6d4 max).

Power (0 Points)

Effect: The attack is made of glowing energy. This is a placeholder for when no element or effect is needed.

Associated Element: None

Bomb Ability: None

Prayer (6 Points)

Effect: The attack is made of paper amulets, ofuda, or sacred materials like sunlight, ash, or holy water, adding an extra die of Positive Energy damage. Unlike a standard Positive Energy effect, this attack passes through Incorporeal creatures unless they are composed of light or holy essence.

Associated Element: Sun

Bomb Ability: Seal Against Evil

Bomb description: All Undead, Evil Outsiders, and Evil Youkai caught in the area make a Fort. save (DC 10 + 2/rank) or they are paralyzed for 1 full round + the duration of the Spell Card. For each round they are subjected to this effect, the creatures take 1d6 EP damage per spell card rank. At 0 EP or less, they are sealed away as though banished by the Exorcism attribute.

Shadow (5 Points)

Effect: The attack fires projectiles made of solid shadows, adding an extra die of Negative Energy damage. Unlike a standard Negative Energy effect,a solid shadow passes through Incorporeal creatures, unless they are also composed of shadows.

Associated Element: Moon

Bomb Ability: Darkness

Bomb description: All creatures within the Spell Card's area are subject to the effects of Darkness (at a caster level equal to your character level). The DC is 10 + 2/rank.

Sound (5 Points)

Effect: Your projectiles are made of focused sonic booms, miniature whirlwinds, or music notes. Adds an extra die of Sonic damage.

Associated Element: Air or Wood

Bomb Ability: Noise

Bomb description: Your targets make a Will. save (DC 10 + 2/rank) or they become confused for 1 full round +1/rank.

SPECIAL ATTACK PROPERTIES

The following Special Attack Abilities are appropriate to add from the Anime d20 SRD. Each extra rank of SA the ability adds costs 4 build points, or 1 build points if it only applies to the bomb effect.

Auto-Fire, Accurate, Affects Incorporeal, Area Effect, Aura, Contagious, Drain Body, Drain Energy, Drain Mind, Drain Soul, Enduring, Flare, Flurry, Homing, Incapacitating, Incurable, Indirect, Irritant, Linked (Attack), Long Range, No Regeneration, Penetrating (Armor), Penetrating (Force Field), Spreading, Tangle, Targeted, Trap.

Stone (4 Points)

Effect: Fires bullets made of solid rock, adding an extra die of Bludgeoning damage.

Associated Element: Earth

Bomb Ability: Rock Dust

Bomb description:A few of your damnaku projectiles shatter into tiny, sharp projectiles, filling the area with choking dirt and debris. Creatures caught inside have partial visibility (20% miss chance), and must succeed on a Fort. save (DC 10 + 2/rank) or become sickened for 1d4 rounds/rank.

The Wayback Machine - https://web.archive.org/web/20160704212916/http://gensod20.alotspace.com:80/equip.htm

EQUIPMENT

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NEW ATTACK ABILITIES

All new attack abilities are worth 1 rank of the Special Attack attribute.

Concealable: This weapon grants a +4 bonus to Sleight of Hand checks to conceal it. Most one–handed weapons can be concealed with Sleight of Hand, but without this ability, there is no bonus to the check. A ranged weapon or two–handed weapon (including melee weapons with the two–handed ability or disability) cannot be concealed without this special ability.

Double weapon: This is not a special ability, but an indicator that one weapon contains two kinds of attacks. If the weapon is given magic or psionic abilities, both attacks are treated as separate weapons, so only one of its attacks gains the extra ability.

Knockback: With a successful hit, the target is knocked back 5 ft. as though it were struck with a bull rush attack, even if the attack deals no damage. If this is a muscle-powered melee attack, the target must be in the same size category as the attacker or less to be knocked back. For multiple attacks against the same target, the knockback effect does not activate until the final attack.

If a creature with ranks of the Superstrength attribute successfully attacks a target light enough to throw (weight equal to 10% of the attacker's light load or less) with a knockback attack, it is knocked back 50 ft, or as far as the creature wants to throw it. This effect ignores size category limitations except for those affecting the character's carrying capacity. This particular effect only applies to muscle-powered melee attacks.

Two-handed (ability): The weapon can be wielded one-handed, adding the user's str. modifier to damage normally, and it can be wielded with two hands to add a +2 damage bonus as well. This ability can only apply to muscle-powered melee attacks.

Masterwork: A masterwork weapon counts as one item category higher, so a Mundane masterwork weapon becomes a Minor item, and a Minor item becomes a Major one. Major items that become Masterwork count as Rank 1 Items of Power with the Attack Combat Mastery attribute.

Masterwork weapons receive the same +1 attack bonus and other benefits as listed in the 3.5 Player's Handbook.

Quick Draw: A weapon with this ability lets the user draw this weapon as a free action, as though she had the feat of the same name. A Concealable weapon with this ability can be drawn as a free action, and an Integrated weapon with this ability can be drawn as a move action.

Quick Draw is only available for firearms, crossbows, swords, and daggers.

Integrated (weapon mod): A more advanced version of the Concealable ability, an Integrated weapon is hidden inside another object, or inside part of a doll youkai character. A DC 18 Craft: Mechanical check is required to remove or replace an integrated weapon. A Mechanical Genius check may also be required to modify an item (especially another weapon) so it can hold an integrated weapon.

An integrated weapon can be drawn or withdrawn as a standard action. If the weapon is withdrawn, it is treated as a concealed weapon, with a +16 bonus to the user's Sleight of Hand check (+20 total). It cannot be used while withdrawn.

When the weapon is drawn, it works normally. If it is integrated into another weapon, that object becomes a double weapon, using the integrated weapon as an offhand weapon. If it is integrated into a character's body, the weapon is not subject to disarming attacks.

Only a Concealable weapon may take this modification.

Silencer (weapon mod): In addition to its normal effects, a silencer halves the penalty to Hide checks while sniping, and reduces the attack penalty for an Inaccurate weapon by 1. However, no Listen check is needed to hear a Silenced weapon larger than a pistol.

Damage Types

Some damage types have special abilities of their own. They don't add ranks to Special Attack unless stated otherwise.

Ballistic: This attack ignores all Damage Reduction/Ballistic. Most weapons that deal Ballistic damage can use special ammunition, such as Armor Piercing or Hollow Point rounds (acquired as Minor Items through Personal Gear).

Bludgeoning: This attack ignores all Damage Reduction/Bludgeoning. Damage inflicted by an Incapacitating Strike with a Bludgeoning attack is reduced by 1/2 instead of 1/4. When combined with the Stun special attack ability, a Bludgeoning attack adds half the initial damage. Damage from unarmed attacks is considered Bludgeoning damage, unless stated otherwise.

Concussive: Explosions, shockwaves, and other blast effects deliver Concussive damage. Blinding or deafening explosions should be paired with the Flare special attack ability.

Energy (Acid, Cold, Electricity, Fire, Negative, Positive, Sonic, etc...): Energy attacks are converted from standard d20 FX weapons. They are subject to damage reduction from Optimized Armor and Limited Force Fields that specifically target the energy type. This counts as 1 rank of Special Attack.

Piercing: This attack ignores all Damage Reduction/Piercing. It is normally associated with polearms, arrows, and crossbows, though some natural weapons (for example, fangs) may use this damage type. Piercing attacks are often combined with ranks of the Penetrating (Armor) Special Attack ability.

Slashing: This attack ignores all Damage Reduction/Slashing. Slashing attacks to vital areas can draw extra blood or sever limbs.
Face Cutting – A character with a Slashing melee attack can make a called shot to the target's face at a –2 penalty, doing only 1 damage and possibly scarring the target (unless it has ranks of Regeneration). This counts as part of an attempt to demoralize the target, allowing the attacker to make an Intimidate check against the target's modified level.

Unspecified: There is no Damage Reduction that targets unspecified damage. That would be dumb.

NEW ATTACK DISBILITIES

Two-handed (disability): The weapon only functions if it is wielded with two hands. The +2 damage bonus only applies if the Two-Handed ability is also present. This defect normally applies to muscle-powered melee attacks. Bows, crossbows, heavy weapons, and some firearms may also require two hands to operate but this is not considered a defect. This disability is worth 1 rank of Special Attack.

COMMON RANGED WEAPONS

Sometimes a spell card alone isn't enough to get the job done. Weaker spell cards lack the firepower to ward off hungry youkai. Stronger spell cards are too much destruction for certain tasks, like hunting game in Gensokyo's thick forests. Bows, crossbows, and firearms have their place in Gensokyo as handy backup tools rather than primary weapons.

TABLE 6-1: COMMON RANGED WEAPONS

Weapon	Damage	Type	Weight	Cost
Attack Flower	1d8+1	Minor	2 lb.	30 gp
Daikyu	1d8+Str	Minor	3 lb.	100 gp
Heavy crossbow	1d10	Minor	8 lb.	50 gp
Heavy pistol	1d8+1	Minor	3 lb.	325 gp
Hunting crossbow	1d12	Major	6 lb.	500 gp
Hunting rifle	1d8+2	Minor	10 lb.	600 gp
Light crossbow	1d8	Minor	7 lb.	35 gp
Light pistol	1d6+1	Minor	3 lb.	175 gp
Light rifle	1d6+1	Minor	9 lb.	400 gp
Longbow	1d8	Minor	3 lb.	75 gp
Sniper rifle	2d8+1	Major	12 lb.	1,000 gp
Shortbow	1d6	Minor	2 lb.	30 gp
SMG	1d8+1	Major	7 lb.	1,200 gp
Shotgun	1d6+2	Minor	9 lb.	600 gp
Yumi	1d6+Str	Minor	2 lb.	75 gp

Attack Flower – The most common weapon in Gensokyo, and possibly the most unusual. This weapon appears to be a bundle of sunflowers tied together by string, or a single flower with its stem twisted up near the middle. The flower stems are tightly wrapped around a magic stone. When coil of stems is twisted or tightened, energy from the stone is sent to the plants, which is directed outwards and away from the flower faces. This emits a beam of intense energy like a miniature laser.
Medium Damage: 1d8+1 (unspecified)
Abilities: None
Disabilities: Limited shots (1)
Skill: Gun Combat (Energy Weapon)
Hardness: 1
HP: 20

Daikyu – A large form of the yumi, or traditional Japanese bow. Its asymmetrical design and low grip are well suited to mounted archery. It can be fired while kneeling behind cover.
Medium Damage: 1d8 Piercing
Abilities: Muscle-powered
Disabilities: Limited shots (1)
Skill: Archery (Bow)
Hardness: 1
HP: 20

Heavy crossbow – A Chinese style laminated crossbow, with a windlass loader similar to the European arbalest. This weapon may be a Gensokyo original.
Medium Damage: 1d10 Piercing
Abilities: None
Disabilities: Slow, Limited shots (1)
Skill: Archery (Crossbow)
Hardness: 1
HP: 20

Heavy pistol – It was supposed to be a 9 mm sporting pistol with an aluminum frame, modeled after a picture of the Ruger P85. Tengu manufacturers spent 10 years developing it, but they never quite got it right. The result is an enormous .50 caliber hand cannon that looks nothing like the original.
Medium Damage 1d8+1 Ballistic
Abilities: Concealable
Disabilities: Short Range
Skill: Gun Combat (Pistol)
Hardness: 2
HP: 30

Hunting crossbow – A compound crossbow from the outside world. It is designed to accept attachments like an auto-loader, bayonet, scope, laser sight, or collapsible stock.
Medium Damage 1d10 Piercing
Abilities: None
Disabilities: Slow, Limited shots (1)
Skill: Archery (Crossbow)
Hardness: 1
HP: 20

Hunting rifle – A wide-barreled hunting rifle, known throughout Gensokyo as an "elephant gun. " It is a well known fact that there are no elephants in Gensokyo.
Medium Damage 1d8+2 Ballistic
Abilities: None
Disabilities: None
Skill: Gun Combat (Rifle)
Hardness: 3
HP: 35

Light crossbow – A handheld wooden crossbow.
Medium Damage 1d8 Piercing
Abilities: None
Disabilities: Slow, Limited shots (1)
Skill: Archery (Crossbow)
Hardness: 1
HP: 20

Light pistol – An automatic handgun resembling a Nambu pistol with a lacquered wooden magazine base. It fires 5mm parabellum rounds (that is, when it works).
Medium Damage 1d6+1 Ballistic
Abilities: Concealable
Disabilities: Low Penetration, Short Range, Unreliable
Skill: Gun Combat (Pistol)
Hardness: 2
HP: 30

Light rifle – A semi-automatic rifle with a polished wooden stock, resembling an M1 rifle, although elaborate carvings on the wooden components look like something from 16th century Dutch firearms. It is considered superior to the average Spell Card, even if it really isn't.
Medium Damage 1d6+1 Ballistic
Abilities: None
Disabilities: None
Skill: Gun Combat (Rifle)
Hardness: 3
HP: 35

Longbow – A simple wooden bow with good range and piercing power.

Medium Damage 1d8 Piercing
Abilities: None
Disabilities: Limited shots (1)
Skill: Archery (Bow)
Hardness: 1
HP: 20

Sniper rifle – A gas-operated, rotating bolt action long rifle. It uses small clips of six rounds. Common accessories are a scope, folding stock, and bipod attachment.
Medium Damage 2d8+1 Ballistic
Abilities: Accurate
Disabilities: Limited Shots (6)
Skill: Gun Combat (Rifle)
Hardness: 3
HP: 35

Shortbow – A crude wooden bow with limited range, best suited for hunting small game.
Medium Damage 1d6 Piercing
Abilities: None
Disabilities: Limited shots (1)
Skill: Archery (Bow)
Hardness: 1
HP: 20

Shotgun – A single or double barreled pump action shotgun. The single barreled version is shown below. A double barreled shotgun has the Limited Shots (2) disability and can fire both barrels at once for +1d6 damage, but is otherwise the same.
Medium Damage 2d6+2 Ballistic
Abilities: Spreading
Disabilities: Limited shots (6), low penetration, short range
Skill: Gun Combat (Rifle)
Hardness: 3
HP: 35

Submachine gun – Developed by Tengu manufacturing companies working with stranded US Marines, the Tengu SMG is a bulkier reverse-engineered version of the MP5. The Marines were later eaten, but the gun is still in full production.
Medium Damage 1d8+1 Ballistic
Abilities: Auto-Fire, Spreading
Disabilities: Limited Shots (6), Short Range
Skill: Gun Combat (Auto-Fire)
Hardness: 3
HP: 35

Yumi – The traditional Japanese bow, frequently used in the sport of Kyudo (Japanese archery). Its laminated construction resembles a composite bow.
Medium Damage 1d6 Piercing
Abilities: Muscle-powered
Disabilities: Limited shots (1)
Skill: Archery (Bow)
Hardness: 1
HP: 20

COMMON MELEE WEAPONS

What do Gensokyo girls do when they aren't drinking or flying? They try to kill each other with ninja weapons, of course.

Table 6-2: Common Melee Weapons

Weapon	Damage	Type	Weight	Cost
Bo	1d6	Mundane	4 lb.	--
Kama	1d6	Minor	2 lb.	2 gp
Kanabo	1d10	Minor	8 lb.	5 gp
Katana	1d12	Major	6 lb.	400 gp
Kine	1d8	Minor	5 lb.	12 gp
Kunai	1d4	Minor	1 lb.	2 gp
Nagamaki	2d4	Minor	10 lb.	8 gp
Naginata	1d10	Minor	15 lb.	10 gp
Nodachi	2d6	Minor	8 lb.	50 gp
Nunchaku	1d6	Minor	2 lb.	2 gp
Ono	1d8	Minor	6 lb.	30 gp
Yari	1d8	Minor	3 lb.	1 gp
Wakizashi	1d6	Major	3 lb.	300 gp

Bo – A simple bamboo staff.
Medium Damage: 1d6 Bludgeoning
Abilities: Knockback, muscle-powered
Disabilities: Melee, two-handed
Skill: Melee (polearm)

Kama – A short, sickle-like weapon. Martial Artists sometimes work with this weapon, using it to trip up their opponents.
Medium Damage: 1d6 Slashing
Abilities: Flexible, concealable, muscle-powered
Disabilities: Melee, special

Skill: Unarmed Attack (kama)
Special: A kama can't be used for disarming attacks, but it can still be used to trip opponents. It does not incur a -2 penalty against an opponent's Melee Defense roll.

Kanabo – A big wooden stick with a bigger metal head. Can solve all your problems one swing at a time.
Medium Damage: 1d10 Bludgeoning
Abilities: Knockback, muscle-powered
Disabilities: Melee, two-handed
Skill: Melee (club)

Katana – It's the sword no samurai should be without. Slices through crusty breads, homemade pizza, oven roasted turkey, baked chicken, grilled steak, leg of lamb, ham, lettuce, celery, cucumbers, and more...even cakes, frozen foods, bagels, youkai, and watermelon! Look! It even cuts through pennies, nails, tin cans, solid blocks of wood, and still cuts a tomato paper thin! And it never needs sharpening!
Medium Damage: 1d12 Slashing
Abilities: Masterwork, muscle-powered, two-handed
Disabilities: Melee
Skill: Melee (sword)

Kine – A wooden cooking mallet the size of a warhammer. Used for pounding really big rice cakes, or youkai skulls.
Medium Damage: 1d8 Bludgeoning
Abilities: Knockback, muscle-powered
Disabilities: Inaccurate, melee, two-handed
Skill: Melee (hammer)

When you have a hammer, everything starts to look like a rice cake...

Kunai – Throwing daggers with holes through the handles for a variety of uses.
Medium Damage: 1d4 Piercing or Slashing
Abilities: Concealable, muscle-powered
Disabilities: Melee
Skill: Melee (knife); Thrown weapons (knife)
Special: A kunai can be thrown, attached to the end of a staff to make a spear, or tied to the end of a rope or a chain and used as a grappling hook.
Throwing: A kunai can be thrown using the appropriate skill. If so, it loses its melee disability and gains the following disabilities: Limited shots (1), short range.
Spear: A kunai can be attached or removed from the end of a staff with a successful Use Rope or Craft: Mechanical check (DC 10), which takes about a minute to complete. A staff with a kunai attached gains a Piercing attack for 1d4 damage.
Climbing: A kunai can be tied to a rope or a chain with a successful Use Rope or Craft: Mechanical (DC 10) check. Whip attacks made with the item do Piercing instead of Slashing damage, and the entire item is otherwise treated as a grappling hook.

Nagamaki – A polearm similar to the naginata, but much shorter. Its handle resembles a sword grip.
Medium Damage: 2d4 Piercing
Abilities: Muscle-powered, two-handed
Disabilities: Melee, two-handed
Skill: Melee (polearm)

Naginata – A polearm with a sword blade at its end, similar to the Western glaive. Besides the attack flower, the nagitana is one of the most common weapons in Gensokyo.
Medium Damage: 1d10 Piercing
Abilities: Muscle-powered, two-handed, special
Disabilities: Melee, two-handed, inaccurate
Skill: Melee (polearm)
Special: A naginata has a reach of 10 ft. It may be used to attack diagonally.

Nodachi – A two-handed sword with an elongated blade, making it heavy and difficult to wield. So large it has to be worn across the back.
Medium Damage: 2d6 Slashing
Abilities: Muscle-powered, two-handed
Disabilities: Inaccurate, melee, two-handed
Skill: Melee (nodachi)

Nunchaku –Two sticks attached by leather, rope, or chains. Designed as a knockout weapon, like a sap or a blackjack.
Medium Damage: 1d6 Bludgeoning
Abilities: Concealable, flexible, muscle-powered
Disabilities: Melee
Skill: Melee (whips/chains)

Ono – An oversized hatchet similar to a battleaxe.
Medium Damage: 1d8 Slashing
Abilities: Muscle-powered

Yari – A tradition Japanese wood and bamboo spear.
Medium Damage: 1d8 Piercing
Abilities: Concealable, muscle-powered

Disabilities: Inaccurate, melee
Skill: Melee (axe)

Disabilities: Melee
Skill: Melee (polearm)

Wakizashi – A samurai's trusty sidearm. A shorter version of the katana, the wakizashi is a short sword designed for indoor fighting where swinging space is limited.
Medium Damage: 1d6 slashing
Abilities: Concealable, masterwork, muscle-powered
Disabilities: Melee
Skill: Melee (sword)

UNCOMMON WEAPONS

TABLE 6-3: UNCOMMON WEAPONS

Weapon	Type	Damage	Weight	Purchase DC
Blowgun	Minor	1	2lb.	1 gp
Greater blowgun	Minor	1d3	4lb.	10 gp
Chain	Mundane	1d6	5lb.	5 gp
Chigriki*	Minor	1d6/1d4	6lb.	8 gp
Cho ko nu	Minor	1d8	6lb.	250 gp
Club	Mundane	1d6	5lb.	--
Grenade	Minor	2d6	1lb.	25 gp
Hand Crossbow	Minor	1d4	2lb.	100 gp
Jutte	Minor	1d4	2lb.	5 sp
Kamayari	Minor	2d4	12lb.	10 gp
Kusarigama*	Minor	1d6/1d4	3lb.	10 gp
Manriki	Minor	1d6	6lb.	15 gp
Neko-te	Minor	1d4	2lb.	5 gp
Ninjato	Minor	1d6	3lb.	10 gp
Pepper spray	Minor	1d8+1	2lb.	275 gp
Sai	Minor	1d4	2lb.	1 gp
Sankaku Yari	Minor	1d8	10lb.	5 gp
Sasumata	Minor	Grapple	8lb.	8 gp
Scythe	Minor	2d4	10lb.	18 gp
Shuriken**	Minor	1d2	½ lb.	1 gp
Sling	Minor	1d4	0 lb.	--
Spiked chain	Minor	2d4	10lb.	25 gp
Tekko	Mundane	1d4	1lb.	2 gp
Tonfa	Minor	1d6	2lb.	5 sp
War Fan	Major	1d6	3lb.	30 gp
Whip	Minor	1d4	2lb.	1 gp

*double weapon

Blowgun – A bamboo tube. You blow darts through it.
Medium damage: 1 Piercing
Abilities: Concealable
Disabilities: Limited shots (1)
Skill: Thrown Weapons (blowgun)
Special: Uses blowgun ammo

Greater Blowgun – A greater blowgun is a bigger tube. It is not a truck. You can't just dump something on.
Medium damage: 1d3 Piercing
Abilities: Concealable
Disabilities: Limited shots (1)
Skill: Thrown Weapons (blowgun)
Special: Uses blowgun ammo

Chain – A series of connected metal rings.
Medium damage: 1d6 Slashing
Abilities: Concealable, flexible, muscle-powered
Disabilities: Melee
Skill: Melee (whips/chains)

Chigriki – A staff or short spear with a chain on one end.
Medium damage: 1d6 Piercing/1d4 Bludgeoning
Abilities: Double weapon
Piercing attack: Muscle-powered; melee
Slashing attack skill: Melee (polearm)
Bludgeoning attack: Muscle-powered, flexible; melee
Bludgeoning attack skill: Melee (chains/whips)

Cho Ko Nu – A Chinese repeating crossbow. Its unusual lever action firing mechanism trades accuracy for loading speed.
Medium damage: 1d8 Piercing
Abilities: None
Disabilities: Inaccurate, limited shots (6), two-handed
Skill: Archery (crossbow)
Hardness: 1

HP: 20

Club – Any medium sized improvised blunt weapon from a table leg to an electric guitar is a club. Use your imagination.
Medium damage: 1d6 Bludgeoning
Abilities: Knockback, muscle-powered
Disabilities: Melee
Skill: Melee (club)

Grenade – A small black iron sphere filled with gunpowder, detonated by a simple fuse. Lighting the fuse is a swift action.
Medium damage: 2d6 Concussive
Abilities: Area Effect (x3), Concealable
Disabilities: Limited Shots (1), Self-Destruct, Short Range
Skill: Thrown Weapons (grenades)

Hand crossbow – A miniature palm firing crossbow.
Medium damage: 1d4 Piercing
Abilities: Concealable
Disabilities: Limited shots (1), slow
Skill: Archery (crossbow)
Hardness: 1
HP: 20

Jutte – A simple wooden baton. Favored by some Dynamic Sorcerers because it can double as a wand.
Medium damage: 1d4 Bludgeoning
Abilities: Concealable, muscle-powered, special
Disabilities: Melee
Skill: Unarmed (knuckle)
Special: +2 bonus to disarm attempts

Kamayari – A spear with a two hooked blades, designed for slashing cavalry.
Medium damage: 2d4 Slashing
Abilities: Flexible, muscle-powered, special
Disabilities: Melee, two-handed
Skill: Melee (polearm)
Special: A kama yari has a reach of 10 ft. and may attack diagonally

Kusarigama – A chain scythe. Basically a kama with a long handle and a weighted chain attached to the other end. Its unusual design sometimes confuses opponents.
Medium damage: 1d6 Slashing/1d4 Bludgeoning
Abilities: Double weapon
Slashing attack: Muscle-powered; melee
Slashing attack skill: Unarmed (kama)
Bludgeoning attack: Muscle-powered, flexible; melee
Bludgeoning attack skill: Melee (chains/whips)

Manriki – A chain with a heavy ball at one end. Favored by Oni as an alternative to the kanabo.
Medium damage: 1d6 Bludgeoning
Abilities: Concealable, flexible, muscle-powered
Disabilities: Melee
Skill: Melee (whips/chains)

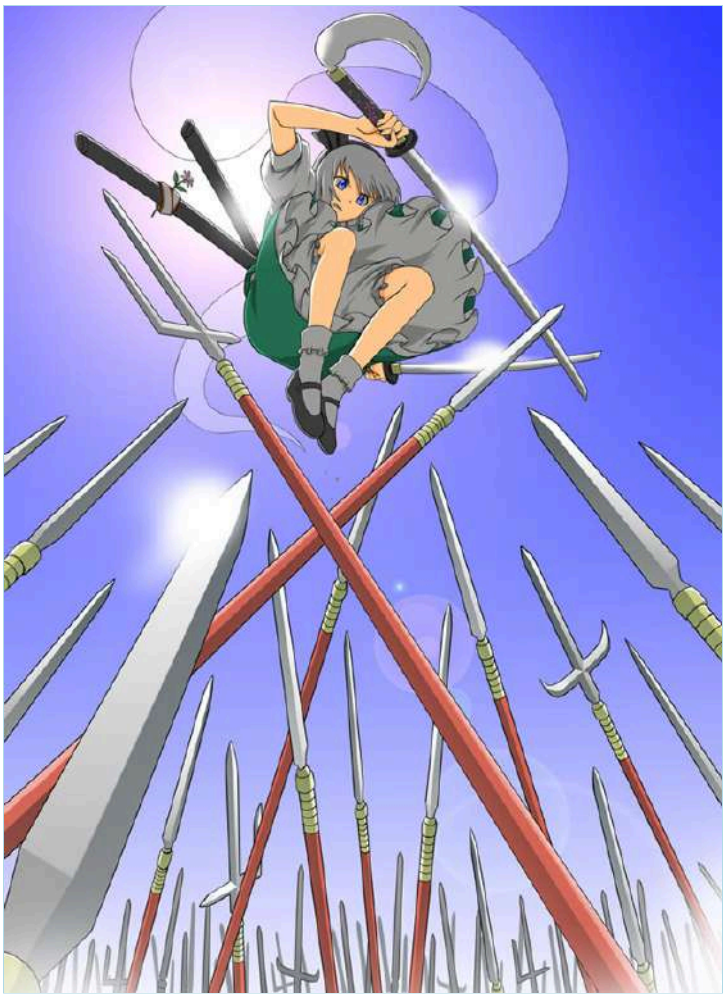
Neko-te – A pair of hand straps or gloves with spikes at the palms. It is a climbing tool as well as a weapon.
Medium damage: 1d4 Piercing
Abilities: Muscle-powered, special
Disabilities: Melee
Skill: Unarmed (knuckle)
Special: Provides a +4 equipment bonus to Climb checks. Can be disguised as ordinary gloves with a successful Sleight of Hand check.

Ninjato – A ninja's short katana. It is traditionally carried in a much longer hilt for a surprisingly fast draw time.
Medium damage: 1d6 Slashing
Abilities: Concealable, muscle-powered, quick draw
Disabilities: Melee
Skill: Melee (sword)

Pepper spray – A spray bottle filled with capsaicin based irritants. Pepper spray was introduced by outsiders, and is now manufactured by several Kappa companies who have perfected their own formulae.
Medium damage: 1d8+1 Irritant
Abilities: Concealable, irritant, spreading (5 ft. cone), stun
Disabilities: Limited shots (6), melee, stun, toxic
Skill: None
Special: Irritant effect causes blindness for 1d4 rounds. Fort. DC 12 negates.

Sai – A disarming weapon in the shape of a small trident. Though it appears to be some kind of dagger, its edges are not sharp.
Medium damage: 1d4 Bludgeoning
Abilities: Concealable, muscle-powered, special
Disabilities: Melee
Skill: Unarmed (sai)
Special: +4 to disarm attempts

Sankaku yari – A spear with a pointed triangular edge. Good for piercing armor.
Medium damage: 1d8 Piercing



Abilities: Flexible, muscle-powered, special
Disabilities: Melee, two-handed
Skill: Melee (polearm)
Special: A sankaku yari has a reach of 10 ft. and may attack diagonally

Sasumata – A mancatcher weapon. The sasumata is a pole with a u-shaped end designed for knocking down opponents and pinning them to the ground.
Medium damage: None
Abilities: Flexible, special, two-handed
Disabilities: Melee, no damage, special
Skill: Melee (polearm)
Special: You can make a grapple attempt with a sasumata without provoking an attack of opportunity. A sasumata has a range of 10 ft., may attack diagonally, and can't attack within a 5 ft. range or less.

Scythe – A tall Western scythe. A favorite of shinigami.
Medium damage: 2d4 Piercing or Slashing
Abilities: Muscle-powered, special
Disabilities: Melee
Skill: Melee (polearm)
Special: You can make trip attacks with this weapon as though it were Flexible

Shuriken – Small throwing blades adapted from nail removal tools. Some are star shaped, but other designs can resemble darts, stakes, or miniature daggers.
Medium damage: 1d2 Piercing
Abilities: Concealable, quick draw
Disabilities: Limited shots (1), short range
Skill: Thrown Weapons (blades)

Sling – A rope or leather strap with a pouch at the center. Can fling rocks and other small projectiles.
Medium damage: 1d4 Bludgeoning
Abilities: Concealable
Disabilities: Limited shots (1), short range
Skill: Thrown Weapons (sling)

Spiked Chain – There's nothing impractical about taking an ordinary chain, putting spikes all over it, and then swinging it around with two hands. Everything's better with spikes.
Medium damage: 2d4 Piercing
Abilities: Flexible, muscle-powered
Disabilities: Melee, two-handed
Skill: Melee (whips/chains)

Tekko – A fist weapon similar to brass knuckles, except it doesn't necessarily protect the knuckles. The idea is to give the hands a little extra weight for punching.
Medium damage: 1d4 Bludgeoning
Abilities: Concealable, muscle-powered
Disabilities: Melee
Skill: Unarmed (knuckles)

Tonfa – A wooden baton with a handle, similar to a modern police baton.
Medium damage: 1d6 Bludgeoning
Abilities: Muscle-powered
Disabilities: Melee
Skill: Unarmed (tonfa)

War fan – A folding fan made of iron blades, designed for catching arrows, slicing enemies, and keeping cool in the middle of raging combat. It is often painted or covered in paper to resemble an ordinary fan.
Medium damage: 1d6 Slashing
Abilities: Concealable, muscle-powered, special
Disabilities: Melee
Skill: Melee (war fan)
Special: During the first round of combat, you may make a Bluff check against a target (opposed by Sense Motive). If successful, you get a +4 circumstantial bonus to all your attack rolls during that round.

Whip – Touhou characters with whips? Nothing good may come of this.
Medium damage: 1d4 Slashing
Abilities: Concealable, flexible, muscle-powered
Disabilities: Melee
Skill: Melee (whips/chains)

ARMOR

Lolita Armor – The traditional d20 armor system is relatively simple and easy to use, but it is also the exact opposite of moe. Chain mail, full plate armor, and spiked gauntlets are not cute. In fact, they are the exact opposite of cute: ugly, bulky, and intimidating (or worse, your basic D&D armor can be overtly sexy. Hard leather thongs and chainmail bikinis instantly transform Touhou characters into repulsive hags with oversized

varicose boobs that droop to their knees, and that's a rule). While there are ways to be cute wearing a full suit of armor, these are exceptions to a standard of ugliness. Even putting Glamer on every piece of available armor, or just changing all the names, will not quite fit in a system that is made for bulky battle armor.
So, unlike regular armor, Lolita Armor IS clothing. It is lightweight, comfortable, and meant to be worn in layers. It covers different areas of the body, and can be mixed and matched quite easily. Unlike regular clothing, Lolita Armor happens to provide a little bit of damage protection, but it can be worn as part of a character's regular ensemble without sacrificing precious moe value.
Note that Lolita Armor does not prevent characters from wearing regular clothing of the same kind. They are assumed to be fully clothed at all times. The only exception might be cases where the Armor conflicts with regular dress (for example, a character wearing an Armored Knee Skirt and a pair of regular overalls will run into problems, because the overalls clash with the skirt).

Armored Combat – In combat, there are three kinds of attacks that are affected by damage reduction from armor: Normal attacks, called shots to bypass armor, and called shots to vital areas.
Normal Attack: A normal attack is any attack that isn't a called shot. In other words, if you attack someone, and you don't declare that you're aiming for a specific area, that's a normal attack. Normal attacks are made against the torso's Partial Armor Value. When you see armor notation written like "x/y/z", the Partial Armor Value is either the two matching values, or it's the second–highest value if none match.
Called shot to an unprotected area: Armor coverage isn't perfect. Some areas might have weaker protection than the rest. If you aim for one of these areas, and nothing more specific than that, it's a called shot to an unprotected area. It's a little harder to hit an unprotected area, invoking a –4 penalty, but your attack is made against the torso's Full Armor Value. When you see armor notation written like "x/y/z", the Full Armor Value is the lowest of the three (it's often a 0).
Called shot to a vital spot: A called shot to a vital spot is when you aim for a specific vital area, like the heart or the center of mass, increasing the amount of damage you cause (the Combat section of the PDF has more information on this). This gives you a –8 penalty to hit. Called shots to vital areas use the value protecting that area, so it depends on what you're aiming for, and where it is located. When you see armor notation written like "x/y/z," the values are listed from top to bottom. That means a vital spot on the upper torso is protected by "x," a spot on the mid torso is protected by "y," and a spot on the lower torso is protected by "z."
You can also attack areas outside of the torso, which are covered by different accessories. An arm or a leg is covered by armor that looks like "x/y," so the upper section is protected by "x," and the lower is covered by "y" ("upper" meaning closest to the torso). The head just has one value covering the whole thing (this includes the neck).
Called shot to a limb: Sometimes it's easier just to strike an arm or a leg than aiming someplace more specific. In that case, the penalty for a called shot is –6 instead of –8 (limbs are harder to hit than the torso, but easier than vitals). The attack only uses the armor for that area, which is written as "x/y." This counts as a shot to bypass armor, so only the lowest value is used.

About other armor: Lolita armor bonuses stack with other lolita armors, but not when they clash, and not with ordinary armor (from the old system).
Quick reference:

Called shot to partial armor: –4 penalty

Called shot to an arm or leg: –6 penalty

Called shot to vital spot: –8 penalty

Armor Types – There are three kinds of Armor in BESM: Full, Partial, and Restricted. Full Armor covers the entire area. It does not allow for called shots to partial armor, and shots to vital spots encounter full armor.
Partial armor also covers the whole area, but some areas have less armor than the rest, so it has more than one Armor Value. Normal attacks are made against the highest Armor Value, and called shots to Partial Armor use the lowest value. Called shots to vital areas encounter the Armor Value appropriate to the location.
Restricted armor covers one specific area and nothing else, so its value is only used against called shots which target that area.

Body Slots – To accommodate all the different pieces of Lolita Armor, the body is divided into four armor slots: torso, arms, legs, and head. The torso has three sections for Restricted armor: upper (shoulder to chest), mid (abdomen and midriff), and lower (hips and below). The arms and legs just have two sections each: upper (shoulders to elbows, or thighs to knees) and lower (elbows to hands, or knees to feet). The head is just one section. Sure it isn't realistic that a large bow or an Alice band can give the same protection as a full helmet, but helmets and face masks and things are not usually moe, so screw it. Notation goes from highest to lowest (upper/mid/lower for torso, upper/lower for arms and legs).

Armor Stacking – The Equipment bonuses from Lolita Armor are cumulative. If more than one piece of armor occupies the same area, that area's Armor Value is equal to the total. For example, the sarashi (1/0/0), the full blouse (2/2/2), and the vest (1/1/1) all occupy the torso slot. The blouse and the vest have full coverage, and the sarashi is Restricted to the upper torso, for a combined armor of (4/3/3). The character has a total of 3 Armor Points against normal attacks (there are no unprotected or weakened torso spots). Attacks to vital areas in the upper torso resist 4 Armor Points instead, and only the blouse's 2 Armor Points protect the arms.
On the torso, two pieces of Restricted armor count as Partial armor, as long as they occupy different sections. The lowest of the two becomes the Partial Armor Value (after being added to the Full Armor Value, if any).
On the arms or the legs, there is no room for Partial Armor. Two pieces of Restricted armor in the two areas count as one piece of Full Armor, using the lowest of the two values. A piece of Restricted armor that doesn't quite cover the full half of an arm or leg extends its protection to the small areas of exposed skin. This phenomenon is known as the Zettai Ryouiki effect, an inviolable law of nature whose true power is not fully understood.

Coordination – Certain types of Lolita Armor clash with each other. For example, Knickers will clash with any kind of skirt (they deny fanservice), panties clash with bloomers (panties are unintentionally visible under bloomers, which is embarrassing), and partial–length gloves clash with full–length gloves (wearing one over the other is overdoing it). Whenever this happens, the moe is destroyed, bringing the armor values for each piece to 0. Armor check penalties and the Dexterity limits still apply, and other armor in that same area is unaffected.

Armor Penalties – Instead of applying to Strength–related skills, armor check penalties apply to all Dexterity related skills. A character without the proper feats is inhibited by discomfort, and her clothes will be less than flattering (for example, she may have the wrong body type or skin color). Armor Proficiency feats now represent a character's ability to wear Lolita Armor appropriately and comfortably.
Dexterity limits work the same as normal d20 armor, because clothing can still restrict movement. When taken together, armor penalties stack, and the lowest Dexterity limit applies.
Penalties negated by armor feats still count towards the total. For example, a character with Light Armor Proficiency is unaffected by a -2 penalty from light armor, but if a piece of medium armor adds –1, the –3 total applies.

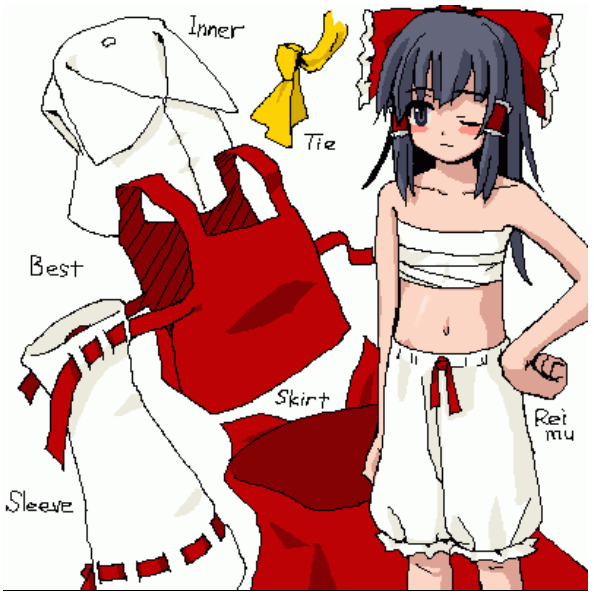
Personal Gear – Armor bought with personal gear is added together and treated as a single item. One or two pieces of Light Armor count as a single Mundane Item. Three or more pieces of Light Armor (no matter how many) are a single Minor Item, and so is any combination of Light and Medium Armor. Adding a piece of Heavy Armor automatically makes the whole outfit a Major Item.

Table 6-4: Armor

Name	Torso	Arms	Legs	Head	Max Dex.	Penalty	Cost
Accessories							
Alice Bow/Ribbon	0/0/0	0/0	0/0	1	+8	-0	1 gp
Apron	1/1/1 (front only)	0/0	0/0	0	+6	-1	2 gp
Cap	0/0/0	0/0	0/0	2	+8	-0	1 gp
Detachable Sleeves	0/0/0	2/2	0/0	0	+6	-1	1 gp
Gloves (partial)	0/0/0	0/1	0/0	0	+8	-0	35 sp
Gloves (full)	0/0/0	1/1	0/0	0	+8	-0	45 sp
Knee Socks	0/0/0	0/0	1/1	0	+8	-0	4 gp
Petticoat	0/0/1	0/0	1/0	0	+6	-1	5 gp
Thigh Boots	0/0/0	0/0	2/2	0	+5	-1	3 gp
Light armor							
Sarashi	1/0/0	0/0	0/0	0	+8	-0	1 gp
Pads	2/0/0	0/0	0/0	0	+5	-0	15 gp
Panties	0/0/1	0/0	0/0	0	+6	-0	15 gp
Bloomers (ath)	0/0/1	0/0	0/0	0	+8	-0	70 gp
Bloomers (trad)	0/0/2	0/0	2/0	0	+6	-0	30 gp
Spaghetti Top	1/1/0	0/0	0/0	0	+8	-0	30 gp
Blouse (sleeveless)	1/1/1	0/0	0/0	0	+6	-0	60 gp
Blouse (short sleeved)	1/1/1	1/0	0/0	0	+6	-1	60 gp
Blouse (full)	2/2/2	2/2	0/0	0	+4	-1	100 gp
Nightgown	2/2/2	0/0	2/2	0	+5	-0	85 gp
Medium armor							
Vest	1/1/1	0/0	0/0	0	+5	-1	90 gp
Petticoat, full	1/1/1	0/0	1/0	0	+3	-2	110 gp
Jumper Skirt	1/1/1	0/0	1/0	0	+5	-2	100 gp
Knee Skirt	0/0/1	0/0	2/0	0	+6	-2	56 gp
Knickers	0/0/1	0/0	1/1	0	+6	-2	65 gp
Overalls	0/0/2	0/0	2/2	0	+5	-2	125 gp
Heavy armor							
Bell Dress	2/2/2	0/2	2/2	0	+2	-2	200 gp

Accessories

Accessories count as Light Armor.



Alice Bow/Ribbon – An Alice Bow is an enormous bowtie worn on the head. Giant bows and ribbons are viable alternatives to the all-important silly hat.
Armor: +1
Slots: Head
Conflicts: Cap
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Apron – A lacy white apron like a maid wears.
Armor: +1*/+1*/+1
Slots: Torso (full; special: front only)
Conflicts: Knickers, nightgown, overalls
Maximum Dexterity bonus: +6
Armor Check Penalty: –1

Cap – Ridiculous looking caps and hats are crucial to survival in the perilous land of Gensokyo.
Armor: +2
Slots: Head
Conflicts: Alice Bow, Ribbon (caps with large bows or ribbons are still just caps)
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Detachable Sleeves – The mystical power of shrine maidens.
Armor: +2/+2
Slots: Arms (full)
Conflicts: Bell dress, blouse (full), blouse (short sleeved), gloves (full–length)
Maximum Dexterity bonus: +6
Armor Check Penalty: –1

Gloves, partial length – A pair of cotton or silk gloves. They can extend as far as the elbows.
Armor: +0/+1
Slots: Arms (hands, forearms)
Conflicts: Gloves (full length)
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Gloves, full–length – Gloves that cover the skin beyond the elbows are considered full–length. These are worn in place of long sleeves.
Armor: +1/+1
Slots: Arms (full)
Conflicts: Blouse (full), detachable sleeves, gloves (partial length)
Maximum Dexterity bonus: +8
Armor Check Penalty: –1

Knee Socks – A pair of tube socks pulled up over knee height.

Armor: +1/+1
Slots: Legs (full)
Conflicts: None
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Petticoat – Multi-layered skirt designed to add volume to the outer skirt. Can be worn under a full petticoat.
Armor: +0/+0/+1 (torso), +1/+0 (legs)
Slots: Torso (lower), legs (upper)
Conflicts: Bloomers (athletic), knickers, nightgown, panties, overalls
Maximum Dexterity bonus: +6
Armor Check Penalty: –1

Thigh Boots – Boots that lace up all the way to the thighs.
Armor: +2/+2
Slots: Legs (full)
Conflicts: Nightgown
Maximum Dexterity bonus: +5
Armor Check Penalty: –1

Light Armor

Three or more pieces of Light Armor can be acquired as a single Minor Item, and 1-2 are a Mundane Item.

Bloomers, athletic – Close–fitting gym shorts designed for comfort and flexibility over style. They are commonly dark blue with stripes.
Armor: +0/+0/+1
Slots: Torso (lower)
Conflicts: Bell dress, bloomers (traditional)
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Bloomers, traditional – White or pink baggy undershorts that extend just above the knees. Rather than using elastic bands they are tied at the waist.
Armor: +0/+0/+2 (torso), +2/+0 (legs)
Slots: Torso (lower), legs (upper)
Conflicts: Bloomers (athletic), panties
Maximum Dexterity bonus: +6
Armor Check Penalty: –0

Blouse, full – A long–sleeved white dress shirt with a rounded collar, buttons, and frilly cuffs. The blouse's heavy fabric is not too flexible, its collar and cuffs are a tight fit, so mobility is impeded.
Armor: +2/+2/+2 (torso), +2/+2 (arms)
Slots: Torso (full), arms (full)
Conflicts: Blouse (sleeveless), blouse (short sleeved), gloves (full length), detachable sleeves, nightgown
Maximum Dexterity bonus: +4
Armor Check Penalty: –1

Blouse, sleeveless – Similar to the full blouse, but the sleeves are gone, leaving the shoulders bare and the armpits exposed. It has a looser fit and softer material than the other blouse, making it much less restrictive.
Armor: +1/+1/+1
Slots: Torso (full)
Conflicts: Blouse (full), blouse (short sleeved), nightgown
Maximum Dexterity bonus: +6
Armor Check Penalty: –0

Blouse, short sleeved – A compromise between the full and sleeveless blouse, offering better coverage than the sleeveless blouse without sacrificing mobility. Its sleeves, which are sometimes rounded or bunched up at the shoulders, can be up to half as long as the full blouse's.
Armor: +1/+1/+1 (torso), +1/+0 (arms)
Slots: Torso (full), arms (upper)
Conflicts: Blouse (full), blouse (sleeveless), detachable sleeves, nightgown
Maximum Dexterity bonus: +6
Armor Check Penalty: –1

Nightgown – A sleeveless knee-length nightgown. Clashes with nearly everything.
Armor: +2/+2/+2 (torso), +2/+2 (legs)
Slots: Legs (full), torso (full)
Conflicts: Apron, bell dress, bloomers (any), blouse (any), jumper skirt, knee skirt, knickers, overalls, sarashi, vest
Maximum Dexterity bonus: +5
Armor Check Penalty: –0

Pads – A drawn bra.
Armor: +2/+0/+0
Slots: Torso (upper)
Conflicts: Sarashi, spaghetti top
Maximum Dexterity bonus: +5
Armor Check Penalty: –0

A spaghetti top with meatboobs.

Panties – The #1 cause of blood loss in Gensokyo. (#2 is vampires.)
Armor: +0/+0/+1
Slots: Torso (lower)
Conflicts: Bell dress, bloomers (traditional)

Maximum Dexterity bonus: +6
Armor Check Penalty: –0

Sarashi – A bleached cloth wrapped around the chest.
Armor: +1/+0/+0
Slots: Torso (upper)
Conflicts: Nightgown, pads, spaghetti top
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Spaghetti Top – Tank top supported by strings. Some versions don't extend to the midriff.
Armor: +1/+0-1/+0
Slots: Torso (upper–mid)
Conflicts: Pads, sarashi
Maximum Dexterity bonus: +8
Armor Check Penalty: –0

Medium Armor

Any combination of Light and Medium Armor can be acquired as a Minor Item. When wearing a piece of Medium Armor, its penalties stack with all Medium and Light armor, and the total penalty counts against the Armor Proficiency: Medium feat.

Petticoat, full – A one–piece sleeveless dress with a poofy skirt, intended as an undergarmet to give volume to another skirt. It may also be worn as a dress, anyway.
Armor: +1/+1/+1 (torso), +1/+0 (legs)
Slots: Torso (full), legs (upper)
Conflicts: Bloomers (athletic), knickers, nightgown, panties, overalls
Maximum Dexterity bonus: +3
Armor Check Penalty: –2

Jumper Skirt – Sleeveless, collarless dress intended to be worn over a blouse or a shirt.
Armor: +1/+1/+1 (torso), +1/+0 (legs)
Slots: Torso (full), legs (upper)
Conflicts: Bell dress, knickers, knee skirt, nightgown, overalls, vest
Maximum Dexterity bonus: +5
Armor Check Penalty: –2

Knee Skirt – A skirt that cuts off at the knees.
Armor: +0/+0/+1 (torso), +2/+0 (legs)
Slots: Legs (upper)
Conflicts: Bell dress, jumper skirt, knickers, nightgown, overalls
Maximum Dexterity bonus: +6
Armor Check Penalty: –2

Knickers – Those things Wriggle wears.
Armor: +0/+0/+1 (torso), +1/+1 (legs)
Slots: Legs (full)
Conflicts: Bell dress, jumper skirt, knee skirt, nightgown, overalls, petticoat
Maximum Dexterity bonus: 6
Armor Check Penalty: –2

Overalls – A pair of pants supported by matching suspenders. That's right. Pants.
Armor:+0/+0/+2 (torso), +2/+2 (legs)
Slots: Legs (full)
Conflicts: Bell dress, jumper skirt, knee skirt, knickers, nightgown, petticoat
Maximum Dexterity bonus: +5
Armor Check Penalty: –2

Vest – A simple vest.
Armor: +1/+1/+1
Slots: Torso (full)
Conflicts: Bell dress, jumper skirt, nightgown
Maximum Dexterity bonus: +5
Armor Check Penalty: –1

Heavy Armor

Heavy Armor is a Major Item, so any combination with the other armor types is acquired as a single Major Item. When wearing a piece of Heavy Armor, its penalties stack with all Heavy, Medium, and Light armor, and the total penalty counts against the Armor Proficiency: Heavy feat.

Bell Dress – A serious lolita dress.
Armor: +2/+2/+2 (torso), +2/+0 (arms), +2/+2 (legs)
Slots: Torso (full), Legs (full), Arms (partial)
Conflicts: Bloomers (athletic), detachable sleeves, jumper skirt, knee skirt, knickers, nightgown, overalls, panties, vest
Maximum Dexterity bonus: +2
Armor Check Penalty: –2

Alcohol operates like a poison or drug, except it there is no risk of exposure without drinking it, and most types of alcohol carry no risk of addiction (not on a scale comparable to drugs, anyway). When a character drinks an alcoholic beverage, she must make a Fort. save. If she fails, she takes the drink's initial damage. Even if she succeeds, she typically faces more damage 1 minute later, which can also be avoided with a successful Fort. save. Unlike poisons or drugs, there is only one type of alcohol: ingested.

Damage dealt from drinks returns at the rate of 1 point per hour, after the character stops consuming such drinks. If a character takes 10 points of Wisdom damage from drinks, then stops drinking for 5 hours, she has healed 5 points. If she then consumes more alcoholic drinks, the healing stops until the character stops drinking again.

A small container like a glass, cup, bowl, or can of alcohol is a consumable mundane item. A large container, such as a keg, pitcher, cask, or clay jar of alcohol is a minor item. Some kinds of alcoholic drinks are extremely expensive and potent. In case of these drinks, a small container is a consumable minor item, and a large container is a major item.

A character that fails a Fort. save against initial or secondary damage is considered drunk. The save may be failed on purpose. Some feats and attributes require a minimum number of drinks to work. In those cases, a character can become drunk from fewer drinks, but not drunk enough to activate the feat until the criteria are met. If drinking reduces a character's ability score to 0 or less, that character passes out for at least 8 hours, enough to recover 8 lost ability points. Spells that affect poison also affect alcohol. Cure Poison and Delay Poison, for example, can be used to cure or delay the effects of alcohol. The spell Poison may be used to instill a target with the effects of drunkenness instead.

Prices are listed by the bottle. A bottle of alcohol weighs 2 lbs, allowing up to 2 Small or Medium characters to drink for 1 hour.

Always drink responsibly, especially if you are under twelve.

Table 6-6: Alcohol

Drink	Cost	Type	Fort. DC	Initial dmg.	Secondary dmg.	Base Item
Champaign	2 sp	Wine	16	1 Wis.+1 Dex	1 Dex.	Mundane
Doburoko	2 cp	Sake	18	1d4 Wis.	1d4 Dex.	Mundane
Draft	4 cp	Beer	12	1 Int.	1 Dex.	Mundane
Happoshu	4 cp	Beer	10	None	1 Wis.	Mundane
Moonshine	2 cp	Liquor	18	1d4 Dex.	1d4 Wis.	Mundane
Pale	4 cp	Beer	11	None	1 Dex.	Mundane
Stout	4 cp	Beer	11	1 Wis.	1 Dex.	Mundane
Sake	5 sp	Sake	14	None	2 Wis.	Mundane
Shochu	2 sp	Liquor	12	1 Dex.	1 Wis. + 1 Dex.	Mundane
Umeshu	2 sp	Wine	14	None	1 Wis. + 1 Dex.	Mundane
Wine	2 sp	Wine	15	1 Wis.	1 Wis.	Mundane
Wine, blinding	1 cp	Wine	20	1 Wis.	Blindness	Minor
Wine, Eientei	10 gp	Wine	16	1 Int.	1d4 Int. + 1 Dex.	Minor
Wine, sakura	10 gp	Wine	16*	1 Wis. + Frightened	1d4 Wis. + 1 Cha + Panicked	Minor
Wine, scarlet	10 gp	Wine	13	1 Wis.	1 Wis. + 1 Dex.	Minor

Beers

Draft – Pale lager stored in a pressurized keg is draft beer. Many beer companies sell what they call "draft beer" in pressurized cans, implying that it tastes like it was served directly from a keg. Either way, draft beer is always highly carbonated, giving it a sharp flavor and slightly enhancing the effect of the alcohol.

Happoshu – This Japanese drink is a watery low malt beer. Its alcohol content is comparable to most common pale beers. Beer companies often market happoshu as a health beer, advertising low carbohydrate or low sugar content.

Pale – The most common modern beers are some form of pale ale or lager. The term refers to the pale yellow color of the beer, though it can be light brown or reddish. Budweiser, Coors, Pilsner, Groupo Modelo (Corona), Kirin, and other well-known brands specialize in pale lagers and ales.

Stout – Dark beers are sometimes known as stout. The dark brown or deep red coloration comes from a process of roasting the malt before brewing. Stout typically has a stronger flavor and greater alcohol content than pale larger. Beer companies like Guinness and Warsteiner primarily sell stout. Malt liquor is on the extreme end of this, because extremely dark beer is almost the same.

Liquors

Moonshine – Better known as "pure grain alcohol," this is a strong liquor made from sugar, corn, or grain. It is probably unfit for consumption, but that has never stopped anyone from drinking it before, or from brewing it in the backyard in a rusty still. The drink is as clear as water, and has a sweet or nutty flavor.

Shochu – Shochu is a Japanese drink distilled from barley, sweet potato, or rice. It has a moderate alcohol content and a taste resembling dirt mixed with ethanol. It is often mixed with fruit juice or tea to disguise the flavor, but some people drink it straight.

Sake

Doburoko – Extremely strong bootleg sake. Its production is (technically) illegal in Japan, but there is no law against it in Gensokyo. It is the sort of drink enjoyed by crazy old men who live alone in the forest.

Sake – Traditional Japenese wine. Can be served hot or cold, and comes in many varieties not worth mentioning. It tastes like strong wine, but its effects are somewhat less. Because of its importance in Shinto festivals, sake is popular throughout Gensokyo. Rituals that involve breaking open a barrel of sake usually end in sake drinking contests.

Wines

Champaign – Sparkling white wine. Its carbonation allows the alcohol to work fast and subtly.

Umeshu – Japanese plum wine. An extremely sweet drink served at festivals, which has the flavor of liquefied candy. It is sometimes bottled with a plum to preserve sweetness.

Wine – Just about any other kind of wine, from Cabernet to Vermouth, can be covered by this item. There are so many varieties, only domestic wines and other special drinks are listed separately because they have slightly different effects. A bottle of wine is normally a Mundane item, but a bottle of rare, imported, or vintage wine is Minor item.

Flandre Scarlet gives scarlet wine that special flavor.

Blinding wine – This notorious drink was officially banned from the annual Tengu drinking festival on Youkai Mountain. Its flavor is somewhere between dry wine and jet fuel. The drink is said to be the product of "Dutch process" brewing, which involves copious amounts of boiling lead fumes.
Blindness initially lasts 1 hour, and each failed save for secondary damage beyond the first extends the duration by 1 hour.

Eientei wine – Straight from the hidden vineyards of Eientei, this peculiar wine is supposedly part of a Lunarian tradition connected with the harvest moon. The wine is imbued with a tiny amount of psionic illumination during fermentation, causing the drink to glow pale yellow. The drink responds to weak psionic commands, acquiring its appearance and flavor from the drinker's mind.
A character drinking Eientei wine can influence it by expending EP. For 1 EP, the character can cause the wine to levitate into floating globules which flow directly into her mouth. By spending another EP, the character can change the flavor of the wine, causing it to assume any imaginable flavor. Finally, the character can spend 1 EP to change the color of the wine. Any character within 30 ft. of Eientei wine can influence it. If two or more characters attempt to control the same wine, they each spend 1 EP and make an opposed Int. check. The characters may expend additional EP to improve their rolls. Each extra EP spent is a +1 bonus to the roll, with a maximum of half the character's level. Psychic duels for wine control can lead to some very bizarre drinking games.

Sakura wine – Sakura wine is a white wine flavored with the fruit of a carnivorous youkai cherry tree. The drink tastes of spices, bitter cherry, and a hint of rotting meat which could just be really strong cheese. It is the only alcoholic substance which can affect undead, making it extremely popular in the Netherworld. It is occasionally served in the living world during festivals honoring the dead, and the label claims it brings dead ancestors back to life.
A character drinking Sakura wine makes a Will save instead of Fort. against the alcohol's DC. Initial damage causes the character to become Frightened as the cherry flavoring kicks in, and secondary damage will make the character Panicked. It takes 1 hour for each failed save against secondary damage to recover from Panicked status. A character that recovers from Panic must then take 1 hour to recover from Fright, and is Shaken for 1 additional hour.

Scarlet wine – Known by its full name, "Embodiment of the Scarlet Devil," Scarlet wine comes from the vineyards of Scarlet Devil Mansion. Its flavor is salty and metallic, and some say it has a faint aftertaste of ash. Exposure to sunlight ruins its flavor and potency, so it is usually served at night parties.
Scarlet wine provides a drunken character with a +2 Insight bonus to Charisma. The effect lasts for one hour after drinking. Scarlet wine that has been exposed to direct sunlight does not grant this bonus.

ADVENTURING GEAR

Bags and boxes

Table 6-7: Bags and Boxes

Item	Type	Weight	Capacity	Cost
Backpack	Mundane	2 lb.	8 lb.	2 gp
Barrel	Mundane	30 lb.	40 lb.	2 gp
Basket	Mundane	1 lb.	10 lb.	4 sp
Bucket	Mundane	2 lb.	5 gallons	6 sp
Chest	Mundane	25 lb.	100 lb.	2 gp
Furoshiki (blanket)	Mundane	3 lb.	10 lb.	5 sp
Gourd	Mundane	½lb.	1 pint	2 sp
Lock, simple	Mundane	1 lb.	--	20 gp
Lock, average	Mundane	1 lb.	--	40 gp
Lock, good	Mundane	1 lb.	--	80 gp
Lock, amazing	Minor	1 lb.	--	150 gp
Range Pack (standard)	Mundane	2 lb.	12 lb.	25 sp
Range Pack (oversized)	Mundane	3 lb.	18 lb.	45 sp

Locks – Locks have varying Open Lock DCs depending on quality, listed below.
Simple: DC 20
Average: DC 25
Good: DC 30
Amazing: DC 40

Clothing

Table 6-8: Clothing

Item	Type	Weight	Purchase DC
Fatigues	Mundane	3 lb.	45 gp
Jinbei/Yukata	Mundane	3 lb.	10 gp
Kimono (furisode)	Mundane	8 lb.	200 gp
Kimono (iromuji)	Mundane	3 lb.	25 gp
Kimono (komon)	Mundane	3 lb.	15 gp
Miko Robes (formal)	Mundane	8 lb.	100 gp
Miko Robes (Hakurei)	Mundane	3 lb.	5 gp
Optical Camouflage	Major	15 lb.	2,500 gp
Outerwear			
Fatigue Jacket	Mundane	2 lb.	13 gp
Hakama	Mundane	2 lb.	35 sp
Haori	Mundane	3 lb.	35 gp
Happi	Mundane	2 lb.	35 sp
Kappogi	Mundane	3 lb.	45 sp
Uwagi	Mundane	2 lb.	3 gp
Outfit (business)	Mundane	3 lb.	10 gp
Outfit (casual)	Mundane	2 lb.	1 gp
Outfit (formal)	Mundane	3 lb.	25 gp
Photojournalist's Vest	Mundane	1 lb.	5 gp
Samue	Mundane	3 lb.	10 gp
Uniform	Mundane	2 lb.	5 gp

Fatigues (American) – The working uniform of the United States Marines. It consists of a MARPAT (pixilated camouflage) blouse and trousers, green undershirt, and tan suede boots. There are two approved varieties of MARPAT, woodland/winter (green/brown/black) and desert/summer (tan/brown/grey). When worn in an appropriate setting, fatigues grant a +2 equipment bonus on Hide checks.

Fatigues (JSDF) – The working uniform of the Japanese Special Ground Defense Force. The uniform is similar to the American fatigues, except it uses an older style of camouflage (flecktarn) instead of MARPAT. When worn in an appropriate setting, fatigues grant a +2 equipment bonus on Hide checks.

Jinbei/Yukata – A yukata is colorful summer clothing consisting of a loose kimono robe and a brightly colored obi- a belt resembling a gigantic ribbon. A jinbei is a short-sleeved version, often including a pair of shorts.

Kimono, Furisode – An extremely formal kimono with elaborate patterns and enormous sleeves. Usually reserved for weddings.

Kimono, Iromuji – A formal kimono for tea ceremonies.

Kimono, Komon – A casual kimono, but still very formal compared to other clothing.

Miko Robes (formal) – This outfit consists of a hakama, a kimono shirt, and tabi sandals. Occasionally miko wear a thin white haori called a "chihaya". The hakama is usually red, but other colors are not unheard of. The kimono shirt has long, wide sleeves and is always white, as white is a symbol of purity. White or red ribbons often adorn a miko's hair.

Miko Robes (Hakurei) – This outfit is a minimalistic version of the miko robes. It consists of a red apron with white trim, a white sarashi*, and detachable white sleeves. The sleeves leave the shoulders and armpits exposed. The dress is the uniform of the Hakurei shrine maidens, but lately knock-off versions in other colors have sold well in the Human Village. A character with distant ties to the Hakurei family may have an original lying around as a family heirloom.

Optical Camouflage – The latest breakthrough in kappa technology, optical camouflage is a suit which can adapt to its surroundings by changing color and camouflage patterns. The suit itself is made from square patches of flexible, conductive transparent plastic containing a layer of opaque liquid crystal, and held together by threads of photosensitive fiber. The fibers on each patch measure light levels on red, green, and blue wavelengths, and transmit the results through a circuit board to corresponding patches on the other side of the suit. The suit has about the same resolution as MARPAT camouflage, but changes to match the exact coloration of surroundings. The wearer is not invisible, but always has the right camouflage for any situation.
Optical camouflage is extremely durable. It will work in extreme conditions, such as in harsh weather or underwater. It provides a +8 equipment bonus to Hide checks regardless of circumstance.

Outerwear – These can be worn over regular clothing, and may be used to conceal items.

Fatigue jacket – Lightweight military jacket.

Hakama – Loose fitting pants. For concealing items strapped to legs or otherwise too large for pockets.

Haori – Thigh-length jacket, meant to be worn over a kimono.

Happi – Traditional Japanese coat.

Kappogi – Apron-like apparel, very closely resembling the outfits of many Touhou characters.

Uwagi – Loose jacket or robe, normally worn in martial arts training. A combined hakama and uwagi can count as a casual outfit instead, and still grants the concealment bonus for loose clothing.

Outfit – An outfit's weight does not count against the character while worn.

Photojournalist's vest – A vest full of pockets for concealing small items. Grants a +2 equipment bonus for concealing small objects.

Samue – A monk's traditional robes.

Uniform – For the professional Touhou girl. Whether a maid, nurse, sailor, schoolgirl, gymnast, swimmer, Playboy bunny waitress, or professional leather fetishist, a Touhou character always wears a uniform while on the job. (Some uniforms may not be suitable for male characters.)

Survival

Table 6-9: Survival Gear

Item	Type	Weight	Purchase DC
Bedroll	Mundane	5 lb.	1 sp
Binoculars	Minor	2 lb.	45 gp
Block and Tackle	Mundane	5 lb.	5 gp
Candle	Mundane	--	1 cp
Compass	Mundane	--	15 sp
Firewood (per day)	Mundane	20 lb.	1 cp
Fishhook	Mundane	--	1 sp
Fishing Net	Mundane	5 lb.	4 gp
Flashlight	Minor	1 lb.	100 gp
Fleshlight	Minor	1 lb.	175 gp
Flint and Steel	Mundane	--	1 gp
Grappling Hook	Mundane	4 lb.	1 gp
Kappa Lightsticks (4)	Mundane	1 lb.	1 gp
Map	Mundane	1 lb.	1 gp
Mirror	Mundane	½ lb.	10 gp
Meals (per day)	Mundane	½ lb.	5 sp
Oil (1 pint)	Mundane	1 lb.	1 sp
Paper Lantern	Mundane	1 lb.	1 sp
Piton	Mundane	½ lb.	1 sp
Pole (10 ft.)	Mundane	8 lb.	2 sp
Portable Lantern	Mundane	2 lb.	7 gp
Rope (150 ft.)	Mundane	12 lb.	10 gp
Tent			
2 Person	Mundane	4 lb.	8 gp
4 Person	Mundane	7 lb.	10 gp
8 Person	Mundane	10 lb.	14 gp
Shovel	Mundane	8 lb.	2 gp
Torch	Mundane	1 lb.	1 cp
Waterskin	Mundane	4 lb.	1 gp

Binoculars – Reduces the penalty for Spot checks to –1 for every 50 ft. (instead of –1 per 10 ft.). Using binoculars takes a Spot check 5 times longer than unaided.

Candle – Provides 5 ft. of shadowy illumination for 1 hour.

Compass – Grants a +2 equipment bonus to Navigate checks. Ordinary magnetic compasses don't function in Gensokyo. A working compass consists of an ivory spoon in a bowl which is attuned to geomantic forces approximating north. A gyrocompass, like those found in naval vessels and space ships, will also work, and may be purchased by adding 10 to the Purchase DC.

Flashlight – Projects a cone of bright illumination 30 ft. long and 50 ft. across. Batteries can last for a long time, so duration is not important.

Fleshlight – Projects a cone of shadowy, pinkish illumination 10 ft. long and 30 ft. wide. May cause some characters to point and giggle uncontrollably, or turn away in disgust.

Kappa Lightsticks – Transparent rods containing firefly elixir, used by Kappa as an underwater lighting source. The sticks glow bright green when activated, and cannot be extinguished. One stick creates a 5 ft. radius of shadowy light for 6 hours.

Trail Rations – Each Mundane item is 12 meals' worth of dried and preserved foods and fresh drinking water. An unlimited supply is worth as much as a Minor item.

Paper lantern – Provides 15 ft. of bright light and 30 ft. of shadowy illumination. It will catch fire if carried while lit or knocked over.

Portable lantern – Provides 30 ft. of bright illumination and 60 ft. of shadowy illumination for 6 hours, on one pint of oil.

Torch – Provides 20 ft. of bright illumination and 40 ft. of shadowy illumination for 1 hour.

Professional

Table 6-10: Professional Equipment

Item	Type	Weight	Cost

Item	Type	Weight	Cost
Calligraphy Pen	Mundane	—	1 sp
Camera, 35mm	Minor	1 lb.	750 gp
Crowbar	Mundane	5 lb.	2 gp
Duct Tape	Minor	1 lb.	20 gp
Dowsing Rods	Minor	2 lb.	25 gp
Film	Mundane	—	15 gp
Film Developing (1 roll)	—	—	15 gp
Firecrackers	Minor	1 lb.	1 gp
Hammer	Mundane	2 lb.	5 sp
Inkstone	Mundane	—	8 gp
Kit, Alchemy	Minor	6 lb.	34 gp
Kit, Blacksmith's Tools	Minor	22 lb.	20 gp
Kit, Carpentry	Minor	19 lb.	10 gp
Kit, Chemistry	Minor	6 lb.	35 gp
Kit, Demolitions	Minor	5 lb.	15 gp
Kit, Disguise	Minor	5 lb.	50 gp
Kit, Evidence	Minor	6 lb.	27 gp
Kit, Forgery	Minor	3 lb.	10 gp
Kit, Lockpick	Minor	4 lb.	100 gp
Kit, Mechanical	Minor	22 lb.	100 gp
Kit, Medical	Minor	1 lb.	25 gp
Kit, Pharmaceutical	Minor	6 lb.	45 gp
Kit, Toxicology	Minor	1 lb.	25 gp
Kit, Tailor's Tools	Minor	4 lb.	10 gp
Kit, Repair	Minor	1 lb.	45 gp
Portable Kitchen (Kit)	Minor	22 lb.	175 gp
Ladder (10 ft.)	Mundane	20 lb.	2 sp
Manacles	Mundane	2 lb.	15 gp
Miner's Pick	Mundane	10 lb.	3 gp
Multipurpose Tool	Minor	½ lb.	275 gp
Musical Instrument	Minor	3 lb.	5 gp
Notepad	Mundane	—	5 sp
Powder Keg	Minor	5 lb.	10 gp
Rice Paper	Mundane	—	4 sp
Sledgehammer	Mundane	10 lb.	1 gp

Calligraphy Pen – An essential writing tool. Needed for Craft: Writing, and Craft: Visual Arts when making ink drawings. Also used in writing scrolls, ofuda, and spellbooks.

Camera, 35mm – A strange black box carried by tengu. It makes clicking sounds and flashes with captured lightning. When used with the Craft: Visual Arts (Photography) skill, it seems to be involved with some kind of instant painting.

Crowbar – Provides a +2 equipment bonus for Str. checks on attempts to open stuck doors, barrels, and FPS crates. It may also be used as a club.

Dowsing Rods – A pair of oddly balanced metal rods attuned to locate nearby treasure. A character uses the rods by holding still for 1 minute, making a DC 10 Use Magic Device check. If successful, the rods will align themselves to point in the direction of the nearest treasure within 60 ft. of the user. Failure causes the rods to swing in a random direction, determined like a grenade bounce. If no treasure is nearby, the rods swing wildly in no discernable direction. A natural 1 causes the rods to swing straight up and smack the user in the face.

Duct Tape – A roll of silvery bandage-like adhesive material. It can support up to 200 lbs. without breaking, and support anything weighing 201-300 lbs. for 1d6 rounds. A character bound by duct tape must make a DC 20 Strength check or DC 20 Escape Artist check to break free. Using duct tape as bandages provides a +1 equipment bonus to First Aid (Medical) checks. Duct tape may also add a +2 equipment bonus to Repair checks, no matter what is being repaired. A single roll contains about 70 ft. of tape. It's enough to last without needing to track the number of uses (unless it's supposed to cover a lot of area, such as taping a character to a wall). Duct tape may also be used as clothing, though the effect is tacky and not recommended for characters with body hair (especially beneath the armpits).

Film – 35mm black-and-white film. It is fed into a camera box and may contain a substance that fuels the device.

Film developing – Used rolls of film are sent to a mysterious dark room on Youkai Mountain through Gensokyo's mail service. One week later, a Tengu messenger delivers detailed chiaroscuro paintings directly to the person who mailed the film. These are the kinds of small paintings which sometimes show up in the front pages of Tengu newspapers.

Firecrackers – A chain of tiny explosive noisemakers. Lighting a string of these can be quite distracting. When used, firecrackers disrupt all audible communication within a 30 ft. radius for 1 round. Spellcasters in this radius who are using verbal components this round must make a DC 15 Concentration check to successfully cast a spell. Firecrackers can be thrown as a grenade weapon, using the Thrown Weapons combat skill. Creatures within 5 ft. of exploding firecrackers (occupying the same square) must make a DC 10 Reflex save or take 1d3 Fire damage.

Firecrackers may also be used to repel spirits. Their loud noise unnerves undead creatures and youkai, incurring a –2 penalty to resist Exorcism for the duration of the round.

Kits – Kits enable or aid the use of certain skills, listed below. Craft skills can be made without a kit at a –4 penalty.

Alchemy – Enables use of Craft: Alchemy

Blacksmith's Tools – Enables use of Craft: Mechanical for creating metal objects, and enables the use of the Repair skill on metal objects

Carpentry – Enables use of Craft: Structural and other Craft checks involving wooden materials, such as Craft: Mechanical and Craft: Visual Arts. It also enables use of the Repair skill on wooden objects

Chemistry – Enables use of Craft: Chemical.

Demolitions – Enables use of the Demolitions skill.

Disguise – Provides a +4 equipment bonus to Disguise checks

Evidence – Provides a +4 equipment bonus to Investigate and Knowledge: Police Sciences checks

Forgery – Enables use of Forgery.

Lockpick – Enables use of Open Lock.

Mechanical – Enables use of Craft: Mechanical, and Craft: Electronic. (Only Tech Genius characters may use Craft: Electronic.)

Medical – Sometimes known as a Medkit or First Aid Kit; enables use of the Medical skill, even without training. A character without ranks of Medical takes a –4 penalty when using the kit.

Pharmaceutical – Enables use of Craft: Pharmaceutical.

Portable Kitchen – Enables use of Craft: Culinary for anyone without access to a kitchen or cooking supplies.

Tailor's Tools – Enables use of Craft: Textiles, and other Craft checks working with leather or fabric such as Craft: Visual Arts.

Toxicology – Enables use of Poisons.

Repair – Enables use of Repair on any object.

Multipurpose tool – The equivalent of a Swiss Army Knife.

Musical instrument – There are four categories, each with a corresponding Perform skill specialization: string, wind, keyboard, and percussion.

Example stringed instruments: *biwa, guitar, harp, koto, shamsien, violin, yamatogoto*

Example wind instruments: *flute, harmonica, trumpet, recorder, shakuhachi, yokobue*

Example keyboard instruments: *accordion, harmonium, keyboard, keytar (keyboard-guitar), pipe organ*

Example percussion instruments: *bells, drum, taiko, woodblocks*

Notepad – A handy Tengu invention, this pocket-sized book of lined paper is ideal for recording gossip notes during long stake outs.

Powder keg – For use with the Demolitions skill. When detonated, it creates a Special Attack with the following properties:

Abilities: Area 4, Knockback, Targeted (fixed structures), Trap (triggered by fuse)

Disabilities: Limited shots (1), melee, self-destruct, slow x1, static, stoppable (applies to fuse)

Damage: 3d6 Concussion

Effect: The keg must be set up with a Demolitions check, and detonated by a trail of gunpowder or a fuse (requiring a successful DC 10 Demolitions check). It may be completely disabled with a DC 11 Demolitions check, or stopped by cutting away or extinguishing the fuse (it has 1 hp). The fuse burns at a rate of 5 ft. a round.

The blast does 3d6 Concussion damage to everything within a 20 ft. radius, and knocks all targets back 5 ft. If the Demolitions check was 15 or more, the blast does double damage to fixed structures. If the Demolitions check was 25 or more, the blast does triple damage to fixed structures.

For an idea of destructive scale, two well-placed powder kegs (placed with a DC 25 Demolitions check) are enough to destroy a small wooden shack (50 hp, 10 armor), or possibly a three-bedroom house (75 hp, 15 armor). 15 powder kegs are enough to blow up the British Parliament (125 hp, 25 armor), and 200 kegs can explode the moon (although with the 20 ft. radius per attack, significant planetary damage isn't really possible with this attack).

Rice Paper – Has many uses, most of them involving writing, but also Craft: Visual Arts for origami projects. A single Mundane item's worth is enough for a character to supply herself with all the paper she needs.

Sledgehammer – A sledgehammer is for breaking open objects, though it can be used as a weapon. Treat it as a club with the Inaccurate disability.

Accessories

Table 6-11: Accessories

Item	Type	Weight	Purchase DC
Fan. Hauchiwa	Major	--	120 gp
Fan, Paper	Mundane	½lb.	3 sp
Parasol	Minor	1 lb.	20 gp

Fan, Hauchiwa – A Tengu-manufactured fan in the shape of a maple leaf. During the first round of combat, you may take a half-action to make a Bluff check against a target (opposed by Sense Motive), assuming they can see you. If successful, you get a +4 circumstantial bonus to all your attack rolls during that round (but not damage).

Fan, Paper – An ordinary paper fan. It has no special abilities, other than helping to keep cool.

Parasol – An umbrella to shield the user from direct sunlight. When folded, it can be used as a club with the Stun special ability and no Knockback. When open, it puts the user in nice, cool shade, preventing 1 damage per round from the Bane: Sunlight character defect, and it also provides a +1 equipment bonus to resist the effects of environmental heat from sunlight. (There is no specific advantage to deploying a parasol in the rain, but it does keep you dry.)

MAGICAL GEAR

This section is for magical equipment that is easily available throughout Gensokyo. These items can be purchased with ranks of the Personal Gear attribute. Serious magical items, such as magic armor and magic weapons, are Items of Power. They will be listed here.

Magic Scrolls

TABLE 6-12: SCROLLS BY SPELL LEVEL

Spell Level	Caster Level	Item Type	Purchase DC
0	1	Minor	13
1	1	Minor	15
2	3	Major	18
3	5	Major	21

Magic scrolls are rice paper or vellum scrolls containing magical script which activates when its is properly read. Although same kind of script can be written onto any surface, scrolls can be opened and closed. This prevents dangerous mishaps that arise from the wrong person reading the script and partially activating the spell by mistake.

A scroll containing a 0–1st level spell is a minor item, and a scroll containing a 2nd–3rd level spell is a major item. If the spell is at a higher level, it counts as an Item of Power instead. All scrolls are consumed in a single use, even if they are acquired through ranks of Personal Gear. Character Points lost this way are not returned.

Activation

When a scroll is activated, its spell is cast. The script jumps off the paper and becomes the spell, while the remaining blank sheet harmlessly ignites, leaving behind a handful of ash and the peculiar smell of burnt magic.

Activating a magic scroll takes a full round action to complete, provoking an attack of opportunity. The user is subject to disruption as though he were the caster. Activation requires no components or investments, although a mishap can result in fatigue and other Control failure penalties. All investments are paid for, and the spell's caster level has already been set by the scriber.

Decipher the writing:

The user must be able to read the scroll's magical script to know what spell it contains. This requires a Read Magic spell, or a successful Power Usage: Spellcraft check (DC 20 + spell level).

To have any chance of activating a scroll spell, the user must meet the following requirements:

- The user must have the spell on his class list.
  The Magic attribute and some restricted forms of Dynamic Sorcery limit a character's capabilities to one kind of magic, which limits the spell list. For example, a character with ranks of Dynamic Sorcery: Fire can only use scrolls containing fire related spells. The two basic spellcasting classes– Dynamic Sorcerer and Miko– aren't subject to these restrictions unless noted otherwise, and can therefore use any kind of scroll.
- The user's caster level must be at least equal to the spell's caster level.
  Dynamic Sorcery and Magic attributes grant an effective caster level equal to twice their rank (max. 20). A Miko's caster level is equal to her Spellcasting bonus (or twice her ranks in Magic/Dynamic sorcery, if that total is higher). This requirement can be waved if the user makes a successful caster level check against the scroll's caster level +1. Treat a failure as though the caster had failed a Control check by 10 or more.

If the user meets all the appropriate requirements, the spell is cast successfully.

Use Magic Device

Use Magic Device enables characters who can't normally cast spells to use magic items, especially scrolls. It also lets magic users activate items they normally can't, such as scrolls with a higher caster level. Yet for some reason, if you look at the list of skills in BESM, *Use Magic Device is missing!* Fortunately the skill is listed in 3.5 Edition's set of base skills, but this does not tell you which BESM classes would have it as a class skill.

The following base classes have Use Magic Device in their class skills: Adventurer, Dynamic Sorcerer, Ninja, Magical Girl, Student, Tech Genius.

Magic Potions

TABLE 6-13: POTIONS BY SPELL LEVEL

Spell Level	Caster Level	Item Type	Purchase DC
0	1	Minor	15
1	1	Minor	17
2	3	Major	19
3	5	Item of Power 1	21

Scrolls may be complicated and inaccessable to all but a skilled few, but any half-wit with a free hand and a mouth can use a potion. Using a potion is a full-round action that provokes an attack of opportunity.

A potion containing a 0–1st level spell is a minor item, and a potion containing a 2nd level spell is a major item. If the spell is at a higher level, it counts as an Item of Power instead. All potions are consumed in a single use, even if they are acquired through ranks of Personal Gear. Character Points lost this way are not returned.

Lunarian Power Crystals

Millennia ago, the Ancient Lunarians (or perhaps an even older civilization) discovered how to transform information into energy through advanced alchemy. Though the exact details of the science are lost, the art of storing information energy in specially grown crystals is still practiced in the Lunar Capital.

Table 6-14: Crystals by Spell Level

Power Level	Manifesting DC	Manifester Level	Item Type	Purchase DC
1	20	1	Major	17
2	25	3	Major	19

Lunarian Power Crystals are hollow, palm-sized hexahedronal crystals containing psionic information in the form of thought energy. When the crystal is broken, the energy enters the closest living mind and reverts to information. Power Crystals can store dreams, memories, visions, even raw experience (but not permanent XP bonuses since the effects are temporary), but their most common purpose is the storage of psionic powers. This knowledge comes with a price- conversion requires some of the recipient's energy, and the information only lasts for a few seconds.

A Lunarian Power Crystal can store any Psionic power up to 9th level, and may include any augmentations appropriate for its manifester level. It can't be augmented more times than its creator's ML. It is activated by breaking the crystal and absorbing the energy, which requires a standard action, just like drinking a potion or reading a scroll.

Activation

Once active, the crystal's user makes a Fort. save against the converted power's drain DC, followed by a control check if the drain failed. If the drain and control checks fail, or the EP drain exceeds the user's EP reserve, the energy is converted into a harmful psychic storm by mistake, doing 1d8 damage per round to the user and the closest ally, penetrating any armor and force fields they may have. The storm persists for 1d4 rounds.

Determining what kind of power the crystal contains requires a successful Power Usage: Psicraft check against DC 15 + the power's level. A Power Crystal has 1 hp and a hardness of 1. If it is broken unexpectedly (for example, it is dropped down a pit or shattered by an enemy), without a willing recipient, the crystal's energy immediately dissipates with no effect.

A crystal containing a 1st or 2nd level power is a major item. If the power is at a higher level, the crystal counts as an Item of Power instead. All crystals are consumed in a single use, even if they are acquired through ranks of Personal Gear. Character Points lost this way are not returned.

SPELLCASTING EQUIPMENT

Spell Foci

Spell Foci are items used by spellcasters to improve their casting abilities. There are two available types: basic and consumable.

Each basic focus is a minor item. Using a focus adds a +2 bonus to Fort. saves for resisting Drain and Control checks. The focus may be used more than once, but bonuses from multiple basic foci do not stack. There is no cost for using a basic focus.

Table 6-15: Basic Spell Foci

Item	Type	Weight	Cost
Bells	Minor	1 lb.	45 gp
Gohei	Minor	—	25 gp
Gong	Minor	1 lb.	32 gp
Magic Mirror	Minor	½ lb.	140 gp
Magician's Staff	Minor	2 lb.	45 gp
Ofuda*	Minor	3 lb.	15 gp
Prayer Wheel	Minor	2 lb.	35 gp
Spellbook*	Minor	3 lb.	15 gp

**Slightly different. Does not grant the usual +2 bonus.*

Bells – A set of tiny bells or chimes.

Gohei – A wooden wand with zigzagging paper streamers used in Shinto rituals, typically used by shrine maidens.

Gong – A small handheld gong, most often carried by a Kannushi (Shinto priest).

Magic Mirror – Not actually magic. A magic mirror appears to be an ordinary mirror, but it projects a hidden image with reflected light. The image is often a mystical rune that helps sorcerers focus their spells.

Magician's Staff – An elegant wooden staff carried by Western magicians. While it lacks enchantments or magic of any kind (unlike a magical staff), it is used to anchor magical energy like any other focus.

Ofuda – A stack of ofuda, or paper squares containing prayers and spells. In this case the ofuda are blank.
Ofuda don't provide any bonus to Fort. saves. Instead, they are used to record spells, serving a function similar to a Wizard's spellbook, and as part of the casting process. Using ofuda allows the caster to lower spellcasting DCs with ritual investments and consumable spell components. The spells must be written with a calligraphy pen and inkstone (2 mundane items).

Spellbook – A spellbook, tome, or grimoire containing a magician's spells and research notes.
This has the same effect as a stack of ofuda, listed above.

Prayer wheel – A small stone wheel covered in sutras. Its spinning aids meditation.

Consumable Foci

Consumable foci are material components which can be added to spells in order to decrease casting DC. Each component counts as an investment and is consumed by a single use. The modifiers from multiple components do not stack.

CP spent to acquire these items are not returned once they are consumed.

A character may only use these components in Divine spells if he or she possesses a stack of ofuda (minor item) with the spells on them.

Table 6-16: Consumable Spell Foci

Item	Type	Weight	Casting DC	Purchase DC
Lotus Seeds	Mundane	1 lb.	–1 (Arcane)	9
Incense	Mundane	--	–1 (Divine)	7
Tea Leaves	Mundane	1 lb.	–1 (Any)	11
Wormwood	Mundane	1 lb.	–2 (Arcane)	12
Sake Barrel (small)	Minor	40 lb.	–2 (Divine)	10
Tea Flowers	Mundane	1 lb.	–2 (Any)	14
Blue Azuki	Minor	1 lb.	–2 (Arcane)	17
Sake Barrel (large)	Minor	60 lb.	–2 (Divine)	15
Magician's Jade	Minor	--	–2 (Any)	19
Rare Fungus	Minor	1 lb.	–3 (Arcane)	20
Sakura Wine Barrel	Major	60 lb.	–3 (Divine)	18
Pearl Dust	Minor	1 lb.	–3 (Any)	22
Mandrake Root	Minor	1 lb.	–4 (Arcane)	21
Sakura Wine Tierce	Major x2	90 lb.	–4 (Divine)	19
Gemstone Dust	Minor	1 lb.	–4 (Any)	23
Tsuchinoko Scales	Major	1 lb.	–5 (Any)	25

Arcane spell components

Consuming these reduces the DC of Arcane spells only.

Lotus seeds – The edible seeds of the lotus plant. Dried seeds are sometimes used in traditional herbal medicine and alchemy.
GP equivalent: 100 or less

Wormwood – An ingredient in the liquor absinthe, and also used for flavoring in some other spirits and wines, such as vermouth and pelinkovac. It is also used medically as a tonic, stomachic, antiseptic, antispasmodic, carminative, cholagogue, febrifuge and anthelmintic. Thanks, Wikipedia, you really cleared that up for me.
GP equivalent: 101-400

Blue azuki – Rare, azure colored beans found only in the Forest of Magic. Chewing a raw bean produces a small electric shock. Magicians tell stories that eating a handful of these beans will either blow your head off or shoot lightning out your butt, but such tales are just urban legends.
GP equivalent: 401-1000

Rare fungus – A pound of assorted, dried, hard-to-find gelatinous fungus. It has many uses in ancient herbal medicine. Hallucination isn't one of them.
GP equivalent: 1001-2000

Mandrake root – A root shaped like a small human who screams when pulled from the ground. Very expensive, but it makes an interesting conversation piece if you stab it to make it scream some more for company.
GP equivalent: 2001-3000

Divine spell components

Consuming these reduces the DC of Divine spells only.

Incense – Spirits can be bribed by setting pleasant smelling things on fire.
GP equivalent: 100 or less

Sake barrel (small) – A minor alcoholic item. The barrel must be completely emptied to affect the spell DC, and does not refill.
GP equivalent: 101-400

Sake barrel (large) – A larger barrel of sake. Has the same effect on spells as a small barrel, but in some cases it is cheaper to buy in bulk.
GP equivalent: 401-1000

Sakura wine barrel– A major alcoholic item. The barrel must be completely emptied to affect the spell DC, and does not refill.
GP equivalent: 1001-2000

Sakura wine tierce – Counts as two major alcoholic items. The barrel must be completely emptied to affect the spell DC, and does not refill. (A tierce of wine is a large barrel containing 42 gallons.)
GP equivalent: 2001-3000

Universal spell components

These may reduce the DC of any type of spell.

Tea leaves – Exquisite Chinese tea.
GP equivalent: Less than 100

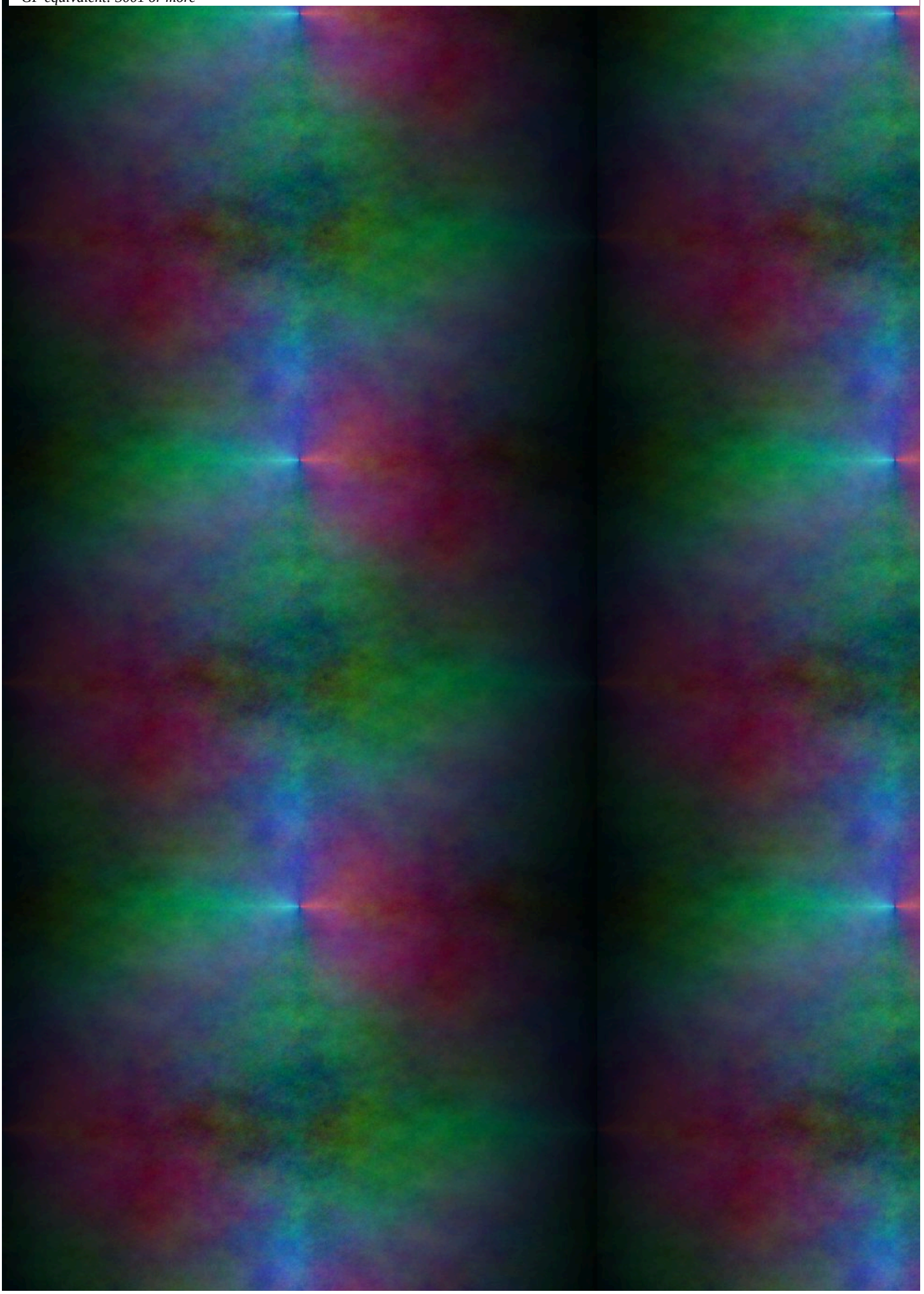
Tea flowers – Balls of tea leaves sewn together with silk.
GP equivalent: 100-400

Magician's Jade – A sphere of alchemically produced jade, which looks more like a ball of green glass than a stone. Its artificial look makes it unfit for jewelry, but it is cheaper than natural jade, and just as useful to spellcasters and healers.
GP equivalent: 401-1000

Pearl dust – Mother of pearl ground into a gray powder. It is a major component in many Chinese alchemical tinctures.
GP equivalent: 1001-2000

Gemstone dust – Rubies, diamonds, sapphires, emeralds, and other precious stones ground into a fine sparkling dust. Used as an abrasive agent in mirror polishing.
GP equivalent: 2001-3000

Tsuchinoko scales – The scales of a fat-bodied reptile resembling a snake. The creature is extremely rare, and its hide will fetch a high price in any market. The scales are said to contain potent magic which can greatly aid spellcasting.
GP equivalent: 3001 or more



The Wayback Machine - https://web.archive.org/web/20160704213929/http://gensod20.alotspace.com:80/dmg.htm

DMG

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Border Cloak

Transmutation
Spell list: Arcane, Divine
Casting DC: 42 (level 6)
# of Slots: 2
Casting time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/CL
Saving throw: None
Spell resistance: No

You are sheathed in the ephemeral material of Gensokyo's outer borders. For the duration of this spell, you may use your Teleport attribute (only if you have one in the first place!) as a free action (instead of a standard action, which most attributes require). This means you can teleport and perform a standard action on the same turn. Teleporting defensively or as part of an attack still requires the use of Power Defense or Linked Special Attack attributes. This allows you to teleport and attack separately on your turn, for example, or teleport out of harm's way without provoking an attack of opportunity and cast a long range spell in the same turn.

Deconstruction

Transmutation [Moon]
Spell list: Arcane, Divine
# of Slots: 2
Casting DC: 42 (level 6)
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Instantaneous
Saving Throw: Will negates (DC 16)
Spell Resistance: Yes

Deconstruction causes an object to collapse, break down, or fail catastrophically when you poke it with your finger, dealing 10 points of Negative Energy damage per caster level (up to 150 points at 15th level). If the target successfully saves, Deconstruction deals half this amount, but it cannot reduce the target's HP to less than 1.

Embarrass

Enchantment (Mind-Affecting)
Spell list: Arcane, Divine
Casting DC: 15 (Level 0)
# of Slots: 1
Casting time: 1 standard action
Range: Medium (100 ft. + 10 ft./CL)
Target: One humanoid
Duration: Instantaneous
Saving throw: Will negates (DC 10)
Spell resistance: Yes

You cause your target to believe she committed an embarrassing mistake. If the target failed the Will save, she takes a –1 Morale penalty on all Charisma related skills except Use Magic Device for 1d4 rounds.

Fire Breath

Transmutation [Fire]
Spell list: Arcane, Divine
Casting DC: 38 (Level 5)
# of Slots: 2
Casting time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/CL
Saving throw: None
Spell resistance: No

You gain the ability to breathe a gout of flame as a standard action, once per round for the duration of the spell. The flame targets one creature within 15 feet of you, and you must succeed at a Ranged Special Attack to affect the target. If you succeed, the target takes 1d8 Fire damage per 2 caster levels (max. 10d8). Combustible objects ignite, and other items are subjected to the effects of environmental fire.

Fujiwara no Mokou uses her deadly Fire Breath!

Gravity Well

Conjuration
Spell list: Arcane
Casting DC: 30 (level 3)
# of Slots: 1
Casting time: 1 standard action
Range: Medium (100 ft. + 10 ft. / CL)
Area: 15 ft. diameter sphere
Duration: 1 round / CL
Saving throw: Reflex negates (DC 13)
Spell resistance: No

You create an area of concentrated magical gravity 15 ft. across. It has the appearance of a distorting lens, shrinking or magnifying anything behind it depending on the angle. Medium creatures or smaller, and unattended objects weighing 150 lbs. or less are pulled into the center of the sphere by gravity, but not harmed. Targets standing behind the well are granted full concealment (50% miss chance) against ranged attacks unless they are pulled inside it.

Medium or smaller projectiles directed at specific targets within the spell's area gain 1 rank of the Homing Special Attack ability (a +4 bonus to hit) for the duration of this spell. Grenade attacks which pass through the spell's area always hit the center square with no chance of bouncing.

A creature caught in the gravity well cannot move or fly normally. On its turn, it may make a Climb check to escape, provided there is something to hold onto, or a Power Usage: Flight check (linked to Strength instead of Dexterity) if it has winged or full-powered Flight. It otherwise cannot move, and any ranged attacks it makes are redirected at itself. The DC to escape is equal to the spell save DC.

Inflict Serious Damage

Transmutation [Moon]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 30 (level 3)
Saving Throw: Will half (DC 13)

This spell functions like Inflict Light Damage, except that it deals 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Critical Damage

Transmutation [Moon]
Spell list: Arcane, Divine
# of Slots: 2
Casting DC: 34 (level 4)
Saving Throw: Will half (DC 14)

This spell functions like Inflict Light Damage, except that it deals 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Light Damage

Transmutation [Moon]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 20 (level 1)
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Instantaneous
Saving Throw: Will half (DC 11)
Spell Resistance: Yes

When laying your hand upon an object, you partially warp its structure with Negative Energy, dealing 1d8 points of damage +1 per caster level (maximum +5).

Inflict Moderate Damage

Transmutation [Moon]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 25 (level 2)
Saving Throw: Will half (DC 12)

This spell functions like Inflict Light Damage, except that it deals 2d8 points of damage +1 point per caster level (maximum +10).

Phoenix Wings

Transmutation [Fire, Sun]
Spell list: Divine
Casting DC: 39 (level 5)
# of Slots: 2
Casting time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./CL
Saving Throw: Will negates (harmless)

Wings of brilliant fire sprout from your back and shoulders to propel you into the sky, leaving behind a trail of fire like the long tail of a bird. The flame does not damage you or any items you have on your back. The wings allow you to fly at a speed of 60 ft. (or 40 ft. if you wear medium or heavy armor), with good maneuverability. You can charge but not run while flying, and you cannot carry more than a light load aloft. Using this spell requires only as much concentration as walking, so you can take other actions normally.

If the spell duration expires while you are aloft, you descend at a rate of 60 feet per round for 1d6 rounds, then fall the rest of the distance if you haven't already landed. Because dispelling a spell effectively ends it, the subject also descends in this way if the

phoenix wings spell is dispelled, but not if it is negated by an antimagic field.

You can make unarmed attacks with the phoenix wings, which are treated as a Special Attack linked to a Natural Weapon. An attack does 2d6 Fire damage + Str. Your wings have the Inaccurate disability, incurring a -4 penalty to hit.

The wings can be extinguished by a Quench spell, immersion in water, or a wind of hurricane or greater force.

Special: You may take 1d4 Con. damage when casting this spell to lower the casting DC by 5 (at DC 34, this counts as a 4th level spell for the purpose of determining EP drain). This damage cannot be reduced or prevented in any way, even by ranks of Immunity, because you are voluntarily sacrificing your health. If you do not have a Con. score, you take Cha. damage instead.

Reconstruction

Transmutation [Sun]
Spell list: Arcane, Divine
# of Slots: 2
Casting DC: 42 (level 6)
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This instantly repairs an object you touch. Fragments of the object jump into place, leaving no cracks or seams behind. Rust, tarnish, stains, and discolored spots shrink away to nothing. If part of the object was burnt or melted by acid, the affected areas smolder away. A building affected in this way reconstructs itself in seconds.

This restores 10 of the object's HP per caster level (up to 150 points at 15th level). If the subject is a construct, Reconstruction immediately ends all of the following conditions affecting the target: ability damage, blindness, confusion, daze, dazzle, deafness, feeblemind, and insanity.

Repair Critical Damage

Transmutation [Sun]
Spell list: Arcane, Divine
# of Slots: 2
Casting DC: 34 (level 4)

This spell functions like Repair Light Damage, except that it repairs 4d8 points of damage +1 point per caster level (maximum +20).

Repair Light Damage

Transmutation [Sun]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 20 (level 1)
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When laying your hand upon an object, you partially transmute damaged areas, curing 1d8 points of damage +1 per caster level (maximum +5).

Repair Moderate Damage

Transmutation [Sun]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 25 (level 2)

This spell functions like Repair Light Damage, except that it repairs 2d8 points of damage +1 point per caster level (maximum +10).

Repair Serious Damage

Transmutation [Sun]
Spell list: Arcane, Divine
# of Slots: 1
Casting DC: 30 (level 3)

This spell functions like Repair Light Damage, except that it repairs 3d8 points of damage +1 point per caster level (maximum +15).

Sakura Storm

Illusion (Mind-Affecting) [Wood]
Spell list: Arcane, Divine
Casting DC: 45 (Level 7)
# of Slots: 3
Casting time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving throw: Will negates (DC 18)
Spell resistance: Yes

A gentle breeze carrying razor sharp cherry blossom petals emanates from the palm of your hand. Creatures caught in the breeze takes 1d6 Slashing damage per caster level (max. 15d6 damage), and become fascinated for 1d4 rounds as they contemplate a warrior's fleeting existence or ponder the great mystery of why flowers from nowhere always have sharp edges.

This false sense of tranquility often includes musical accompaniment and voiceover effects. Characters who die by taking lethal damage from this spell disappear in a montage of superfluous extreme closeups, which focus on the eyes, random butterflies, and floating blossoms breaking apart.

Shakujo

Transmutation [Wood]
Spell list: Divine
Casting DC: 22 (level 1)
# of Slots: 1
Casting time: 1 standard action
Range: Touch
Target: One gohei (in the Equipment section, listed as a Divine Focus)
Duration: 1 min./CL
Saving throw: Will negates (object)
Spell resistance: Yes (object)

Turns a gohei (spell focus) into a magic shakujo (a monk's staff with iron rings at the end). Treat this as a +1 bo which deals 2d6 Bludgeoning damage as though it were a Large weapon. The shakujo counts as a divine focus, granting a +2 bonus to resist Drain and Control when casting divine spells.

Stardust Jar

Conjuration [Sun]
Spell list: Arcane
Casting DC: 21 (Level 1)
# of Slots: 1
Casting time: 1 standard action
Range: 50 ft.
Area: 10 ft. radius sphere
Duration: Instantaneous
Saving throw: Reflex negates (DC 11)
Spell resistance: Yes

You make a grenade attack by tossing a clay jar filled with white hot stardust, using the Thrown Weapons combat skill. The jar detonates in a 10 ft. radius sphere, doing 1d6 Fire damage to all targets in range.

Special: You may use a clay jar as a consumable focus for this spell, reducing the casting DC by 1 (mundane item; Wealth DC 2). This stacks with the effects of other foci.

Winter Spout

Evocation [Cold, Water]
Spell list: Arcane, Divine
Casting DC: 34 (level 4)
# of Slots: 2
Casting time: 1 standard action
Range: Close (25 ft. + 5 ft. / 2 CL)
Area: 50 ft. high cylinder, 2.5 ft. radius
Target: One 5 ft. x 5 ft. patch of solid ground or 5 cubic ft. of water
Duration: Instantaneous
Saving throw: Reflex half (DC 14)
Spell resistance: Yes

A large spike of solid ice to bursts from the ground, rising to a height of 50 ft. before melting and evaporating. Creatures in the area take 1d8 Bludgeoning damage, and 1d8 Cold damage per caster level (max. 1d8 Bludgeoning + 9d8 Cold). The Bludgeoning damage is subject to damage reduction from ranks of Armor and Force Field, but ignores spell resistance, cold resistance, and cold immunity.

DYNAMIC SPELLCASTING

This section is mostly as it appears in the BESM Advanced d20 Magic guide. And by "mostly" I mean I've abridged the system to cut down on rolling so the game moves faster. In summary, no more Fort. saves on spells that are half your CL or less, no more drain dice unless you're casting something bigger than that. No more investments, unless they're included in the cost (though there are some spell foci you can use for anything), which are listed in the Equipment section.

Casting any spell is usually a standard action (the type of action is listed by the spell), requiring words, gestures, or ingredients listed in the spell's description. A character that knows a spell may cast it as often as he or she desires, with no preparation time or additional study required. Spellcasting is draining, however, and most people will get worn out after a prolonged session of working magic.

In game terms, casting a spell requires a Fortitude Save against the spell's Drain. The result of the Save determines the amount of Drain suffered by the caster. On a successful Save, the caster pays the base cost + Drain. If the Fortitude Save is failed, a Control check is required to determine if the spellcaster can maintain control over the flow of energy coursing through him or her. A Drain check failed by 10 or more doubles the EP cost.

Not every spell requires a Drain check to cast. If a spell's level is less than or equal to half the character's Caster Level (rounded up), the Drain check automatically succeeds. The caster only pays the base EP cost (when normally it's base cost + drain).

Drain

The casting DC of a spell is given in the Casting DC table. This is the DC for the Fortitude Save to resist Drain. If the spellcaster is using the Metamagic Feats, the modifier for the Metamagic effect adjusts this DC. When determining the Drain, use the spell's total DC, including any modifiers for Metamagic. The character makes their Fortitude Save and consults the Spellcasting Fortitude Saves and Spell Drain tables to determine the actual Drain suffered. This Drain is deducted from the character's Energy Point total. The Energy Point cost of Drain is equal to the base cost + the drain dice. If the Fortitude Save fails by 10 or more, the Energy Point cost is doubled.

If the Fortitude Save is failed, a Control check will be required. If the Save is failed by 10 or more, the spellcaster becomes fatigued. If the character was already fatigued, he or she becomes exhausted instead. If the character was already exhausted, he or she falls unconscious.

A spellcaster passing out from spellcasting remains unconscious for 1 round per Point of Drain caused by the last spell that was cast. That is, an exhausted character who fails his or her Fortitude Save by 10 or more and suffers 30 points of Drain will remain unconscious for 30 rounds – 3 minutes. After waking, the character will still be exhausted.

Drain takes effect after the spell is cast. The character does not become fatigued (or exhausted or unconscious) until after the spell is complete – his or her new condition does not affect the spell being cast. If the Drain renders the spellcaster unconscious, he or she may still finish the spell. The result of a failed Control check, however, may prevent the spell from working.

Table 7-1: Casting DCs by Spell Level

Spell Level	Casting DC	Slots Required	Base DC
0	15	1	10 + ability modifier
1st	20	1	11 + ability modifier
2nd	25	1	12 + ability modifier
3rd	30	1	13 + ability modifier
4th	34	2	14 + ability modifier
5th	38	2	15 + ability modifier
6th	42	2	16 + ability modifier
7th	45	3	18 + ability modifier
8th	48	3	18 + ability modifier
9th	51	4	20 + ability modifier

Table 7-2 Energy Point Cost by Difficulty Class

Level	Casting DC	Base Cost	Drain
0	0-15	2	1d6
1	20-24	3	1d6
2	25-29	4	1d8
3-4	30-34	5	1d10
5	35-39	6	2d6
6	40-44	7	2d8
7-8	45-49	11	2d10
9	50-54	14	4d6
9+	55-59	15	4d8
9+	60-64	15	4d10
9+	65-69	16	8d6

Fatigued Spellcasters

A fatigued character can neither run nor charge and suffers a –2 penalty to Strength and Dexterity. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Exhausted Spellcasters

An exhausted character moves at half speed and suffers a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

Drain Without Constitution

Some spellcasters (especially Ghosts and Tsukumogami) might lack Constitution scores. These characters often have racial traits that allow them to automatically succeed on Fortitude saves, and which render them immune to the effects of Fatigue and Exhaustion. For those types of characters, Drain checks are slightly different.

A character without Constitution makes Drain checks with his or her base Fortitude save, adding the Charisma modifier to the result. The character can still suffer from Fatigue and Exhaustion as a direct result of casting, even if normally immune to such effects.

Undead spellcasters recover from Exhaustion and Fatigue by resting, just as other characters do. Spellcasters with Construct traits have damaged their internal energy sources and need repairs to recover. A Repair check (DC 20) is needed to recover from Exhaustion, and a separate Repair check (DC 15) is needed to recover from Fatigue.

Control

If the Fortitude Save is failed, the spell may or may not be successfully cast. A Control check is required to determine if the spell is still effective.

A control check is 1d20 + 10 + the relevant ability modifier + any other applicable Control check bonuses (from levels of Dynamic Sorcery or similar class–based bonuses).

The DC of this check is the spell's DC (modified for Metamagic, if appropriate).

If the Control check is successful, the spell goes off as intended. If the check fails, the magical energy goes uncontrolled and the spell fails. In simple spells (generally speaking, those that require only one spell slot to learn), this means the spell is ineffective. With moderately complex spells, there may be side effects or game penalties for loss of Control, such as leaving the spellcaster dazed, stunned, or knocked down.

Regardless of any side effects caused by a loss of Control, a failed spell still causes Drain.

Spell Effects

After a successful Control check (if necessary), the spell takes effect. The caster suffers the appropriate Drain. The spell works normally even if he or she loses consciousness as a result.

To resist a spell, a target will need to make a saving throw versus the spell. The DC of saving throws against a given spell is equal to (6 + one–fifth the spell's base DC (round down) + the spell slots required to learn the spell) + the spellcaster's Ability modifier. This ends up the same as (10 + the spell's level), except that 7th level spells have a DC of 18 instead of 17, and 9th level spells have a DC of 20 instead of 19.

Very powerful spells sometimes require the expenditure of experience points or gold (GP) in order to cast them. Experience point costs are paid for normally. A spell requring components with a listed GP value consumes one of the expendable foci listed here, with an equivalent or greater GP value. The casting DC is not reduced when consuming a focus to meet the GP requirement, although a second focus may be expended to reduce that value. DC reductions from multiple spell foci do not stack, so when multiple foci are consumed, only the greatest reduction counts.

Attack Spells

Any spell that is an attack on another entity also requires an Attack dice roll to hit. Ranged attacks, including area attacks, rays, ranged touch attacks, and line of sight effects, use the Ranged Special Attack skill. Touch attacks use the Unarmed Attack skill, and have a +6 bonus to hit. All creatures in the attack's area make a defense roll, if able. When attacking multiple targets, the caster makes one attack roll, and all defenders roll against it. When a defender fails the roll, he or she must then make a save against the spell's DC (if appropriate). That means an enemy who fails a defense roll against an area spell like Fireball can make a Reflex save for half damage, but an enemy who succeeds on the defense roll takes no damage. If this makes no sense to you, keep in mind that *this is Gensokyo! There is no such thing as an un-dodgable attack! If you can pass through solid walls of bullets unharmed, it doesn't have to make sense!*

Spell effects with cones, cylinders, spheres, areas, and lines are considered to be Special Attacks with the Area special ability. Some effects have other Attribute equivalents, and are activated as such:

Enchantments: Charms and Compulsions are effectively the same as attacks using Mind Combat. Since Mind Combat relies on Will saves, and not the use of Special Attacks, no attack roll is necessary to hit with most of these spells.

Some Compulsions, such as Dominate Person force an unwilling target to follow the caster's commands. These can be covered by the effects of Mind Control. Mind Control normally takes 1 full round to initiate, and the attacker must succeed on a Power Usage: Mind Control check against a DC of 10 + the target's Intelligence modifier before the target gets its save. A magic using character is unlikely to have any ranks of Mind Control (and therefore no ranks of its Power Usage skil either), so she can substitute with Power Usage: Spellcraft. The time depends on how long it takes to cast the spell, so it is not necessarily a full round action.

Some spells are sight or sound dependant (such as Rune effects, which require the target to view a symbol to trigger the effect, or Power Word spells, which rely on the caster's voice to deliver magical command words). Targets may have an opportunity to cover their eyes or ears with a successful Reflex save.

Transmutations: A Polymorph effect against an unwilling target is the equivalent of a Special Attack which is Linked to Metamorphosis, with the No Damage disability. The restrictions on Metamorphosis apply when changing forms, so it is not possible to change a creature into a form which could not survive in its present environment.

Illusions: Many types of illusions count as uses of the Projection attribute. Figments, Patterns, and Phantasms are considered to be Projections as long as they do not affect a target's sense of touch, so no attack roll is necessary to affect a target. However, some patterns like Color Spray and Scintillating Pattern require the targets to be inside the area of the Illusion, which would require an attack roll. Other Patterns can be sight or sound dependant, so targets may have an opportunity to cover their eyes or ears with a successful Reflex save.

A Figment or Phantasm that can go beyond the limits of Projection by actually damaging a target is a Special Attack, so an attack roll is required.

A Shadow effect is basically a form of Special Attack, and requires an appropriate attack roll.

Mind-Affecting Psionics: Psionic Charms and Compulsions are treated just as Enchantment spells of the same kind are. Mind-Affecting psionic powers that deliver actual damage, such as Mind Thrust, require attack rolls. Other Telepathy powers which fool the target or do ability damage (such as Cloud Mind or Ego Whip) are the same as Mind Combat, and so no attack rolls are required.

And after all that, there is still one un-dodgable attack in the entire game. It's Magic Missile. Magic Missile always hits.

Attacking multiple targets: The penalties for attacking multiple targets do not apply to spells. The caster makes one attack roll, and all affected targets roll defense, then saves (if necessary).

Spells vs. Armor and Force Fields

Armor and Force Fields are normally treated as Damage Reduction /– –, meaning that they only work against physical damage types. Damage from magic, including energy damage from Spell Cards, normally bypasses Damage Reduction, so it bypasses Armor and Force Field

attributes, too. Damage that bypasses Armor or a Force Field does not harm it. For example, 10 ranks of the Armor Attribute are not instantly destroyed by 1 point of Cold damage from Ray of Frost, but they still can't prevent that 1 damage.

There are some exceptions to this rule. Armor that is Optimized against a specific type of energy damage is treated as Resistance against that energy type (for example, 10 points of armor Optimized against Fire damage are the equivalent of Fire Resistance 10), and it can't be destroyed by damage from that source. Force Fields that extend beyond personal range may prevent certain Melee or Touch attacks from reaching the target. In that case, the full damage is absorbed by the field. In cases where an attack deals a combination of physical and energy damage, regular Armor or Force Field blocks the physical damage, and the energy damage goes through.

Magic vs. Psionics

Magic and Psionics are two different kinds of magic, so sometimes they can affect one another. See Psionics-Magic transparency, here.

ADVANCED SPELLCASTING: THE 7 ELEMENTS

Gensokyo, and the magic within, is composed of seven mystical elements. First, are the five earthly elements: Earth, Water, Fire, Metal, and Wood, which all tangible things are composed of. Then there are the two celestial elements: Sun and Moon, whose binary opposition creates day and night, life and death, male and female, etc... And, finally, there is the non-element called "Border" or "Void," which has no presence of its own, but it separates and defines all the other elements. Every spell has an element of some kind, and many spells use combinaitons of different elements.

EARTH

Earth applies to all spells with the Earth descriptor, and Necromancy effects relating to Undead, corpses, and organs. Other spells which would involve stone, mud, rock, sand, or dust, and spells with desiccation effects are considered Earth spells as well.
Counters: Water
Weakness: Wood
Examples: Animate Dead, Halt Undead, False Life, Gentle Repose, Earthquake, Magic Stone, Move Earth, Horrid Wilting

WATER

Water applies to all spells with the Acid, Cold or Water descriptor. Spells which can create or manipulate water have this element, and so do spells with water-like effects. "Water like effects" includes reflection abilities, so Spell Turning and Mirror Image have this element.
Counters: Fire
Weakness: Earth
Examples: Acid Fog, Freezing Sphere, Create Water, Water Breathing, Grease, Quench, Spell Turning, Mirror Image, Scrying

FIRE

Fire applies to all spells with the Fire descriptor, and spells that create or manipulate fire. Spells that heat objects can also contain the Fire element.
Counters: Metal
Weakness: Water
Examples: Fireball, Burning Hands, Pyrotechnics, Heat Metal

METAL

(Electricity/Force)

Metal applies to spells with the Electricity or Force descriptors, as well as spells that affect blades or weapons, spells that create weapons or armor, and spells that affect or transmute metal.
Counters: Wood
Weakness: Fire
Examples: Lightning Bolt, Blade Barrier, Magic Weapon, Keen Edge, Iron Body, Transmute Metal to Wood, Rusting Grasp, Shocking Grasp, Wall of Iron, Wall of Force

WOOD

(Air)
Wood is practically two elements in one, having spells with the Air or Sonic descriptors, as well as those in the Plant domain. Wood spells affect wood or wooden objects, can transmute materials to or from wood, or might just have "wood" or "plant" in the name or description. Wood spells also involve breezes, winds, weather, or have "wind" in the name or description. Spells that create sound or use auditory illusions have this element as well.
Counters: Earth
Weakness: Metal
Examples: Entangle, Whispering Wind, Obscuring Mist, Shout, Plant Growth, Commune with Nature, Enthrall, Shatter

SUN

Color: White
Sun applies to spells in the Good, Sun, and Healing domains, with the Sun and Healing descriptors, and others that have Positive Energy effects. It also includes spells that use positive energy, spells with the Light descriptor, Glamers, Patterns and Illusions. If a spell has "sun" or "solar" in the description, it contains the Sun element.
Sun is not necessarily a Good element (in the moral sense, anyway), but the sun's power to harm certain ghosts and vampires has made it attractive to Good magicians, who designed many of the spells for maximum impact.
Counters: Moon
Weakness: Moon
Examples: Cure Light Wounds, Holy Smite, Daylight, Silent Image, Color Spray, Disguise Self

MOON

Color: Black
Moon applies to spells with the Darkness, Death, Evil, or Fear descriptor, and other spells that use Negative Energy, especially death effects, Inflict spells, and Necromancy. It also includes any Phantasms, Shadows, Charms, and Compulsions, since these are associated with insanity. Moon is not necessarily an Evil element, it just happens that a lot of Evil magicians designed their spells at night.
Counters: Sun
Weakness: Sun
Examples: Inflict Light Wounds, Darkness, Darkvision, Power Word Kill, Desecrate, Doom, Charm Person, Insanity, Nightmare, Shadow Conjuration

VOID

(Border)
Color: Ultraviolet
Spells which don't fall into these categories have no element. They can only counter normally, but can't be countered by elemental effects.

Elemental countering

In addition to ordinary counterspelling (countering one spell by casting the same spell), a spell with an elemental descriptor or effect can be countered by spells of the same base casting DC or higher with opposite elements. The elements are Earth, Fire, Metal, Moon, Sun, Water, and Wood (Air spells use Wood for wind effects, Metal for lightning and electricity). Each element counters another, and is countered by its weakness. This is the cycle of overcoming.

Many spells use a combination of elements, and no element is exclusive. This means a spell can contain two opposing elements. For example, Heat Metal uses fire and affects metal, so it counts as a Fire spell and a Metal spell. It can counter a Metal or a Wood spell, but it can be countered by any Water or Fire spell.

A spell can only be used to counter spells of the same DC or lower. Metamagic effects do not count towards its level, or the level of the spell being countered. A Quickened Fireball, for example, has the casting DC of a 7th level spell, but Sleet Storm can counter it. Even though Sleet Storm is a 3rd level Water spell, it is at the same level as a Fireball without Quicken Spell driving up the DC. That also means a Ray of Frost, Heightened to 3rd level (DC 30), cannot counter the Fireball.

If you follow the chart, the white arrows show you which element overcomes which.

Cycle of Domination (Advanced Elemental Countering)

The five basic elements form the cycle of overcoming: Earth, Water, Fire, Metal, and Wood. Moving forward one step is a basic counter. Start with Fire, move ahead one step, and you get Metal, so Fire overcomes Metal. An advanced counter moves ahead by two. So, start with Fire, and move ahead two steps. Fire overcomes Metal, Metal overcomes Wood, so now, Fire can counter Wood.

Moving though the whole way, Earth counters Fire, Fire counters Wood, Wood counters Water, Water counters Metal, and Metal counters Earth. This is known as the cycle of domination. Dominating an element is less magic efficient than overcoming it, so it weakens your spell when you do it.

Using the circle to counter is just like using an elemental counterspell, only this time, the counterspell must be at least 1 level higher than the spell being cast.

If you follow the chart, the red arrows show you which element dominates which.

Countering Counterspells

One-color magicians are not completely defenseless against having all their spells countered by a single good spell that happens to be the right element. A caster who is the target of a counterspell can try to overwhelm the counter with her own energy. She does this by screaming and expending 10 additional Energy Points. If her opponent does not pay 10 Energy Points to match, the counterspell fails. If her opponent does pay the cost, the caster can respond by paying 10 more EP, which must be matched again. Either character can pay up to 10 EP per caster level in this way.

Reimu, Marisa, and Sakuya rise to battle the mighty lens flare.

Almost every Touhou game involves a series of flying battles, making air combat the very heart of danmaku fighting. For combat over a small area or just little skirmishes, characters can move however they want regarding flight and maneuverability. These are meant for cinematic chases through obstacle courses, gigantic danmaku furballs in the sky, and for battles where the camera pans over the landscape in a familiar way.

At high speeds, characters become harder to hit and movement becomes more difficult, even if they are flying without vehicles. High ranks of Flight also enable characters to travel extreme distances in a single round, which may require chase scale.

VEHICULAR FLIGHT

Scale

Before an encounter, determine if you will be using chase scale or character scale. Character scale is best for encounters where all creatures are moving slowly (no more than Flight rank 2), or where the creatures are moving at relatively the same speed and fighting is at close range. Chase scale, which is normally for vehicles and mecha, is more appropriate for high speed combat and dogfights. It may be appropriate to switch between scales as the fighters close in or move away from one another.

Character scale: The standard scale for the d20 system. Everything is measured in 5 ft. x 5 ft. squares.

Chase scale: Everything is measured in 50 ft. x 50 ft. squares, or just 10x smaller if you're not using squares. Because medium creatures occupy a 5 ft. x 5 ft. area, they must be in the same square to engage in melee combat. Also, keep in mind that medium ranged attacks only go out 2 squares (100 ft.), and short ranged attacks have a range of 1 square (50 ft.).

High speed scale: It may be necessary to go even further when characters travel at extremely high speeds (Flight rank 5 or 6), covering thousands of feet in a single turn. In this case, distances are measured by 500 ft. x 500 ft. squares. Start by using the chase scale, and divide distances by 10, rounding down.

Scrolling: When the players are constantly travelling in the same direction, the frame of reference can move along with them. The frame moves at a constant rate at the lowest possible initiative. During its turn, all characters move in the direction opposite the frame, at that speed.

Character Positions

Driver: When there is no vehicle involved in flight, the flying character is technically the driver. Sustained flight is a move action, and requires no more concentration than walking. Hovering in place is not a move action. It is possible to make a full attack if the driver only moves forward the minimum number of squares, and makes no further maneuvers or stunts until the start of its next turn. This counts as taking a step 5 ft. in any direction.

A character using winged or gliding Flight can only attack before or after a move action, unless she has the Flyby Attack feat. While flying, she must move at least 10 ft. forward unless she has taken the Hover feat.

Passenger: Though most broomsticks lack the power to carry a passenger, many other types of vehicles can hold passengers. A passenger moves with the vehicle, but uses her own initiative for attacks and other actions. Positioning is rarely important, unless the passenger is partially protected by cover, she controls a weapon mounted on the vehcle, or she needs to hold on with at least one hand. A passenger can attack any target in range, as long as she has an unobstructed line of sight to it.

Initiative

Flier initiative: Initiative is determined normally for flying creatures.

Vehicle initiative: One of the advantages of using a vehicle is that steering and simple controls allow for better reaction time than use of the Flight attribute. Every vehicle has a Handling bonus, which the pilot adds to Initiative and Pilot checks.

Speed

Your speed is determined by the number of ranks of Flight you are using. Each rank is a category with its own range of movement. Each round, you move according to this category. For example, Flight rank 3 has a range of 50-100 MPH, or 455-900 ft. (the numbers are based on flying at top speed, which is 5x the base speed listed in the Flight attribute section). That means if you are travelling anywhere from 51 MPH to 100 MPH, you must first move a minimum of 455 ft. straight ahead (straight ahead being the direction you were headed last turn). From there, you can move up to 445 more ft. that turn.

Vehicles may not have equivalent ranks of Flight, but their speed can fall into the same categories. For example, a broomstick travelling at 25 MPH is the equivalent to using Flight rank 2, because Flight rank 2 has a range of 50 MPH, and rank 1 ends at 10 MPH. (See tables 7–3 and 7–4 below for additional information.)

Declaring speed: Just as with declaring vehicle speed, you declare your ranks of Flight at the start of your action. You can move up or down one rank at a time. At rank 1, you can hover unless you are gliding or using winged Flight. This also means at the first round of combat, if you weren't already moving you can start at Flight rank 2.

Movement

You can only move a number of squares (or ft.) that fall within your speed category. For example, if you declared Flight rank 4, can move up to 4,500 ft. a turn, but you must move at least 905 ft. on your turn. On a grid of squares, diagonals count as double moves, regardless of what scale is used.

Effects of Speed

Moving faster makes you harder to hit, but you take penalties to your Pilot skill, or checks involving Power Usage: Flight.

Since you don't have your own cockpit, you experience wind blowing at a rate equal to your speed. This never affects visibility, your weapon attacks, or your ability to communicate vocally. Otherwise all Touhou characters would wear goggles, and they would have to slow to a near stop before bad mouthing each other.

Another effect is wind generated by fast flying. As you fly, you generate a wind equal to your speed, which extends 5 ft. from you in all directions (in other words, extent is equal to your space; 5 ft. for a Medium or Small creature). From a stationary position, the wind occupies a 15 ft. wide line with a length equal to the distance you moved that turn, blows in your direction, and persists for 1 second per rank of Flight (up to 1 full round). If you are extremely careful (and fast), you can move within 5 ft. of a ground target and knock it over with natural wind.

Table 7-3: Flight Speeds at Character Scale

Flight Rank	Range (ft./turn)	MPH	Turning Distance	Attack Modifier	Skill Modifier	Wind Generated
1	0-90	0-10	10 ft.	+0	+0	Light
2	95-450	10-50	20 ft.	+0	-1	Moderate-Severe
3	455-900	50-100	40 ft.	+0	-2	Windstorm-Hurricane
4	905-4,500	100-500	80 ft.	-2	-4	Hurricane-Tornado
5	4,505-9,000	500-1,000	100 ft.	-4	-4	Tornado-Sonic Boom
6	9,005-44,000	1,000-5,000	100 ft.	-8	-8	Sonic Boom

Table 7-4: Flight Speeds at Chase Scale

Flight Rank	Range (squares/turn)	MPH	Turning Distance	Attack Modifier	Skill Modifier	Wind Generated
1	1-2	0-10	1	+0	+0	Light
2	2-9	10-50	2	+0	-1	Moderate-Severe
3	9-18	50-100	2	+0	-2	Windstorm-Hurricane
4	18-90	100-500	4	-2	-4	Hurricane-Tornado
5	90-180	500-1,000	4	-4	-4	Tornado-Sonic Boom
6	180-880	1,000-5,000	8	-8	-8	Sonic Boom

Table 7-5: Wind Speeds From Character Movement

Strength	Speed (mph)	Speed (ft/turn)	Speed (squares)
Light	0-10	0-90	1
Moderate	11-20	95-175	2-3
Strong	21-30	180-265	4-5
Severe	31-50	270-440	6-9
Windstorm	51-74	445-650	10-13
Hurricane	75-174	655-1,530	14-30
Tornado	175-749	1,535-6,595	31-131
Sonic boom	750-3,750	6,600-33,000	132-660
Fire	3,750+	33,000+	660+

Supersonic Flight

At 750 mph or more (6,600 ft/turn, or 132 squares), you reach Mach 1 and create a sonic boom, which does 1d6 sonic damage to everything you pass close to (in addition to damage from tornado force winds if you get within 5 ft). Mach 1 is closer to 761 mph, but it's easier to round down and work with 750. The shape of the boom is a 50 ft. cone centered on you, pointed directly behind you. Every 750 mph after that, the cone increases by 50 ft. and sonic damage increases by 1d6. If a creature passes through the cone, it can make a Reflex save for half damage. The DC is 10 + your Dex. modifier + your ranks of the Flight attribute.

A full sonic boom is audible for miles, extending much further than the extent of the damage cone. There is no way to Move Silently at this speed. The sound travels no faster than 750 MPH, so it may take a few turns before someone notices from a long distance away.

Table 7-6: Supersonic Flight

Speed (MPH)	ft./turn	Squares (chase scale)	Cone	Sonic Damage
750	6,600	132	50 ft.	1d6
1,500	13,200	264	100 ft.	2d6
2,250	19,800	396	150 ft.	3d6
3,000	26,400	528	200 ft.	4d6
3,750	33,000	660	250 ft.	5d6

Hypersonic Flight

At Mach 5 and above (3,750 mph), the air superheats and surrounds you in a ball of flames. You take 2d6 Fire damage per round of exposure (no save), and form a 100 ft. tail of fire 15 ft. wide (this damage overcomes cooler environmental temperatures, so you can't take any extra damage from exposure to cold). Anything 5 ft. away from you, or caught in the tail, must make a DC 15 Ref. save or take 2d6 Fire damage. This effect lasts until you slow to less than 3,750 mph.

For an idea of scale, you move at least 6 miles a turn– fast enough to reach any location in Gensokyo in less than a minute. Compared to other flying objects, you could race an SR–71 Blackbird at top speed and win. (You are still slower than a missile, a hypersonic ramjet, a rocket sled, a shooting star, Youmu's sword, danmaku projectiles, etc...)

Attacking

Attack penalties: Using Flight requires no more concentration than walking, so flying characters aren't distracted by steering, but they do take penalties for exceeding an attribute's base speed, at the rank which is being used. (The Attributes section on Flight gives the base speeds for each rank.) A character can move up to five times her base speed, just like a character with the Run feat can move up to five times her land speed. Moving at double speed is a –1 attack penalty, moving at triple speed is a –2 penalty. This continues all the way up to a –4 penalty for going full speed.

Almost all forms of ranged attacks are subject to penalties if the attacker is making a turn. Traveling along a curved flight path makes projectiles appear to follow a curved trajectory, even though they really travel straight. Attacking while turning adds a –1 penalty to hit per rank of Speed. Only laser danmaku, ray attacks, Homing attacks, and Magic Missile are immune to ranged attack penalties while turning at high speed.

Firing arcs

Facing: Flying characters have something equivalent to facing, but this is only regarding the direction of their flight. Characters with ranks of full–powered Flight can rotate effortlessly without changing direction, and are able to attack targets from any side. Characters with winged or gliding Flight are limited by facing, just as though they were in a vehicle.

Fliers: Only creatures with limited Flight have to bother with firing arcs. The only available arc for a winged flier is facing directly forward.

Broomstick firing arcs: A character riding on a broomstick or similar vehicle has an arc facing forward, and 45 degrees left or right. She can hit a target in a straight line out from the vehicle's facing, or along a line 45 degrees of that facing. Anything in between is an acceptable target.

As a move action, a pilot or passenger can change her position so she rides sideways, left or right. This changes the arc to a full 180 degress, from the front to the back of the vehicle, encompassing everything in the direction she is facing. This is a reckless way to pilot a broomstick, incurring a circumstantial –4 penalty to Pilot and Balance checks.

SPECIAL MANEUVERS

Simple Maneuvers

A simple maneuver is a free action which does not require a skill check. Each simple maneuver costs movement, so they are not unlimited.

45 Degree Turn – You can turn 45 degrees in any direction, altering your flight path. You must move forward a distance at least equal to your turning number (see the tables above). This maneuver costs 1 square of movement (5 ft. character scale).

Ram – you can't ram targets without a vehicle, but you can engage them in melee combat at the appropriate range. Using chase scale, you must occupy the same square as your target, and it might be appropriate to briefly switch to character scale to complete the maneuver.

Grapple – you can grapple targets at melee range as you would in regular combat. During a grapple, you and your target are unable to change direction or perform maneuvers or stunts. You and your target will hit any obstacles you encounter. Naturally, a grapple costs all your movement.

Grapple (drag down) – If you successfully grapple a flying target, you can deactivate your flight ability to add your dead weight to the target's carrying capacity. This counts as a pin attack.

Grapple (spin) – If you have 5 or more ranks of Tumble, you can throw yourself and your opponent into a confusing spin. You and your target are effectively blind to anything more than 5 ft. away. At the start of every turn during this maneuver, you and your target make separate Fort. saves against a DC of 12. A creature that fails becomes nauseated for the duration of the round. Starting the tumble requires a successful pin attack during your last turn. You or your target may end it by breaking free of the grapple.

Grapple (take control) – If your target is grappled, you accelerate, decelerate, or attempt another simple maneuver, forcing your opponent to move with you. This does not count as a stunt, but it requires you to succeed on an opposed Power Usage: Flight check linked to Str. as well as Dex.

Stunts

Stunts require a successful check using the Pilot skill for vehicles, or Power Usage: Flight for characters using attributes. If you lose control, you fall at a rate of 200 ft. per round while moving forward at the last speed you declared. After 1d4 rounds, you can make a DC 10 Power Usage: Flight (or Pilot) check to regain control.

Airbrake (DC 15)
Success: Decrease speed by up to 2 extra ranks.
Failure: No change in speed, even if you would normally move up 1 rank of Flight.
Special: If this brings your speed to less than 0, you move backwards.

Banked Turn (DC 10)
Success: Move a distance equal to your turning distance and turn 90 degrees.
Failure: Turn 45 degrees instead.

Dash (DC 15)
Success: Increase speed by 1 extra rank.
Failure: No change in speed, even if you would normally move up 1 rank of Flight.

Immelmann Turn (DC 20)
Success: Make 2 consecutive 90 degree turns straight up and complete a half–roll at no cost of extra movement squares. Your direction is effectively reversed at an increased elevation.
Failure: Succeed on a second DC 20 Power Usage check or lose control.

Split S (DC 20)
Success: Make 2 consecutive 90 degree turns straight down and complete a half–roll at no cost of extra movement squares. Your direction is effectively reversed at a decreased elevation.
Failure: Succeed on a second DC 20 Power Usage check or lose control.

Strafe (DC 20)
Success: You swoop down and make a ranged attack against any number ground targets in a straight line, with length equal to distance you travel in a single turn. The penalty for attacking multiple targets is reduced by half. You may make extra attacks as though you were making a full attack, and each extra attack can hit the same number of targets.
Failure: You lose control.

Wingover (DC 20)
Success: Move left or right in a straight line equal to your turn distance and turn 180 degrees.
Failure: Succeed on a second DC 20 Power Usage check or lose control.

Ridin' Dirty

The right way to pilot a broomstick is to sit facing forward with one leg on each side, holding the front of the broom with one or two hands. But just because it's the right way does not mean it's the *only* way. Here are some foolish alternatives.

Swiching positions on a broomstick is a standard action.

Sideways: A pilot can change her position so she rides sideways, left or right, freeing up her hands. This changes her firing arc to a full 180 degress, from the front to the back of the vehicle, encompassing everything in the direction she is facing. The pilot must steer by twisting her body, incurring a circumstantial –4 penalty to Pilot and Balance checks.

Standing: This is where the pilot carefully balances herself, stands on top of the broomstick, and tries to steer with her feet. It is probably not the smartest way to fly. Such recklessness is worth a circumstantial –8 penalty to Pilot checks. If the character is barefoot, the penalty is reduced by 1. Standing up requires a successful DC 15 Balance check.

Upside–Down: Turbulence, loss of control, or a heavy blow to the head may leave a pilot clinging to the bottom of a broomstick. If she has a solid grip she can flip the broom around as part of her move action. If not, she can take a standard action to make a DC 10 Climb check to pull herself up. Or, she can try to hold on and steer with her legs, leaving both her arms free. This is a circumstantial –6 penalty to Pilot and Balance checks, and she must succeed on a DC 10 Balance check for each turn she spends hanging. If she fails, she falls off.

HIGH ALTITUDE FLIGHT

Most Touhou combat isn't usually more than a few feet above ground level, but sometimes expeditions to Youkai Mountain or extremely high flight will present characters with the dangers of altitude. Most of these can be prevented with 1 or 2 ranks of Special Defense: Altitude (Type I makes the character immune to altitude sickness, and Type II adds immunity to full Hypoxia effects and suffocation). Damage from environmental cold can be prevented with ranks of Adaptation, or Cold Immunity. Spells like Endure Elements can also protect characters from these kinds of environmental hazards.

Reaching High Altitudes

Winged Flight, glider Flight, as well as most flying vehicles have a service ceiling of 500 ft. Reaching higher than 500 ft. requires some kind of boost, such as a jet engine or an Overland Flight spell. The service ceiling increases to 1,000 ft. for characters with 3 or more ranks of Winged Flight.

Characters with full-powered Flight can reach a height of 90 miles.

Altitude Effects

0–4,999 ft: No effect
Weather: Varies

5,000–15,000 ft: Non–acclimated creatures must make a DC 15 Fort. save every hour, DC +1 per hour, or become fatigued. (A creature must spend at least a day at this altitude to properly acclimate.)
Weather: Cold weather

15,001–25,000 ft: Creatures are subjected to high altitude effects above and risk altitude sickness, even if they are acclimated (1 rank of Special Defense: Altitude can prevent this). Every 6 hours, creatures make a Fort. save (DC 15 + 1 per previous check) or take 1 point of damage to each ability score.
Weather: Severe cold

25,001–50,000 ft: Marks the edge of the stratosphere, where jet streams and turbulence occur. In addition to the above effects, creatures at this altitude are subjected to winds ranging from strong to hurricane force. The frequency of the altitude sickness Fort. save increases to once every minute, and the Fort. save to resist fatigue is made once every 2 rounds (12 seconds, or 5 per minute). Even acclimated characters must make the save to resist fatigue.
Weather: Extreme cold (–70°F)

50,001 ft. and above: Gensokyo's upper stratosphere. Wind effects become impossible (except through use of magic, psionics, the environmental control attribute, and other effects which create wind), winged flight no longer functions (other sources of lift may still function, such as magical flight), and the air at this altitude is too thin to breathe. You can still burn up if you are moving at hypersonic speed. Instead of making Fort. saves against altitude effects, every third round of exposure, characters must succeed on a DC 20 Controlled Breathing check or contract Hypoxia and become stunned. The DC increases by 5 each time the save is made. Creatures that fail this save by 5 or more also lose consciousness. In addition to this, all creatures are subjected to the effects of a vacuum and extreme cold.
A creature can avoid the effects of suffocation by holding its breath, though each round it suffers 1 Con. damage from lung tissue damage. Every round a DC 15 Controlled Breathing check is required to prevent loss of consciousness, increasing by 1 each round.
Weather: Extreme cold (–70°F)

Weather

The greatest hazards of high altitude weather are the constant freezing temperatures and hypoxia. Severe sunburn, radiation poisoning, and solar storms, which are hazards of the Material Plane's stratosphere, don't seem to occur in Gensokyo.

There really isn't much air to move around and cause windstorms, and the altitude is well above the clouds. At the border to the stratosphere (anywhere from 25,000–50,000 ft. in the air), things are different. Jet streams are a major hazard, and have winds of strong to hurricane force. When entering the stratosphere, there is a 30% chance of encountering a jet stream. A character looking for a jet stream has a 50% chance of finding one every hour beyond the first.

Magical weather: During the spring, areas in the northwest part of the sky may experience a lethal rain of undead cherry blossom petals, though "pink blizzard" more accurately describes its appearance. The weather starts at 25,000 ft, disintegrating at 10,000 ft. (covering the highest mountaintops in petals). Creatures and objects caught in the rain are effectively blind, and take 2d6 Negative Energy damage each round of exposure.

Table 7-7: Jet Stream Hazard

Roll	Wind Force	Ranged Attack	DC	Pilot	Med. Flier	Damage
01-40	Strong	-2	--	5	None	--
41-80	Severe	-4	15	10	1d6x10 ft.	None
81-91	Windstorm	-4	20	15	2d6x10 ft.	2d6
92-00	Hurricane	-8	30	25	2d6x10 ft.	2d6

Ranged Attack: The circumstantial penalty to ranged attacks at this wind force. At winds of severe force or higher, ranged attacks are impossible. This only applies to ranged attacks with weapons that use ammunition other than firearms. Danmaku attacks are made of energy, and aren't susceptible to non–magical wind effects. DC: The Fort. save Medium flying creatures make to resist the effects of wind.

Pilot: The Pilot check DC required to stay in control of a vehicle (Dex. related). A flier using the Flight attribute makes a Power Usage: Flight (+ Dex.) check instead, adding ranks of Flight to the result. If the vehicle (or flier) is facing the direction of the wind, the pilot gets a +10 circumstantial bonus to the check.

Med. Flier: A Medium sized flier or smaller is blown back the indicated length if it fails its Fort. save in the direction of the jet stream. It must also make a Pilot or Power Usage check to stay in control during this effect (even in a strong wind), even if it makes its Fort. save. Creatures wishing to use the wind for extra speed may voluntarily fail the Fort. save and immediately experience the effect.

Damage: Creatures that fail the Fort. save take the indicated amount of nonlethal damage from wind shear as they are blown back.

Hypoxia

Hypoxia is a condition caused by exposure to a low-oxygen environment. Symptoms are the same as altitude sickness, but also include shortness of breath, skin turning blue, and unconsciousness. Unlike altitude sickness, Hypoxia is resisted like a disease because it can be fatal if it is not treated quickly enough. It is not affected by disease effects such as Remove Disease, but exposure to lower altitudes help to cure it. Endure Elements prevents a creature from exposure for the duration of the spell. Water Breathing can be adapted to cure or prevent Hypoxia with a successful Power Usage: Spellcraft check (DC 13).

Table 7-8: Hypoxia

Disease	Infection	DC	Incubation	Damage
Hypoxia	Inhaled	20	Instantaneous	1d4 Con. and unconsciousness

A Controlled Breathing check takes the place of a Fort. save. Untrained characters make a Con. check. At altitudes less than 5,000 ft. (ground level), the DC lowers to 12, and requires a successful Fort. save, as with a normal disease. The creature's ranks of Controlled Breathing may be added to the save. At this stage, the disease can be treated using the Medical skill.